COMPUTER AND CVG VIDEO GAMES

ISSUE 130 SEPT 1992

FREE!!

THE WORLD'S GREATEST HAND-HELD MAGAZINE

HAND-HELD GO! VIDEO GAMES

ISSUE 11 SEPT 1992

FREE!

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WIN! EVERY HAND HELD!

INSIDE: MICKEY MOUSE 2! WWF2! DOUBLE DRAGON 3! SPIDERMAN 2! BLUES BROTHERS! GAMES GALORE!

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THE WORLD'S GREATEST GAMES INSIDE!

BC KID
MONSTER EXCLUSIVE!

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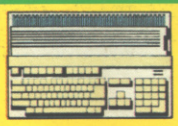

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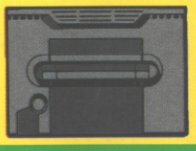

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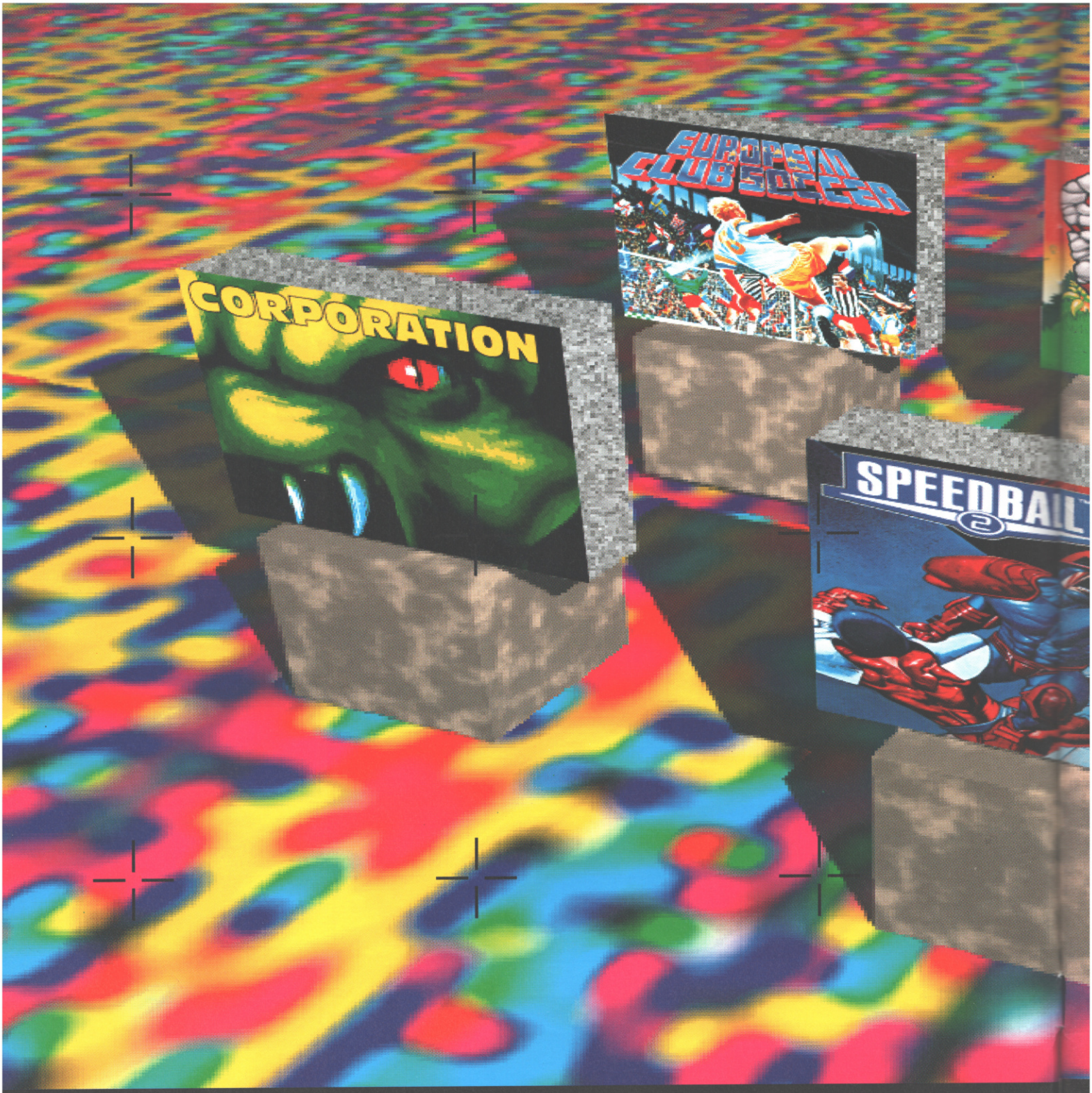

TERMINATOR	MEGADRIVE	MASTER SYSTEM
EURO CLUB SOCCER	MEGADRIVE	-
SPEEDBALL 2	MEGADRIVE	-
CHUCK ROCK	MEGADRIVE	MASTER SYSTEM
CORPORATION	MEGADRIVE	-

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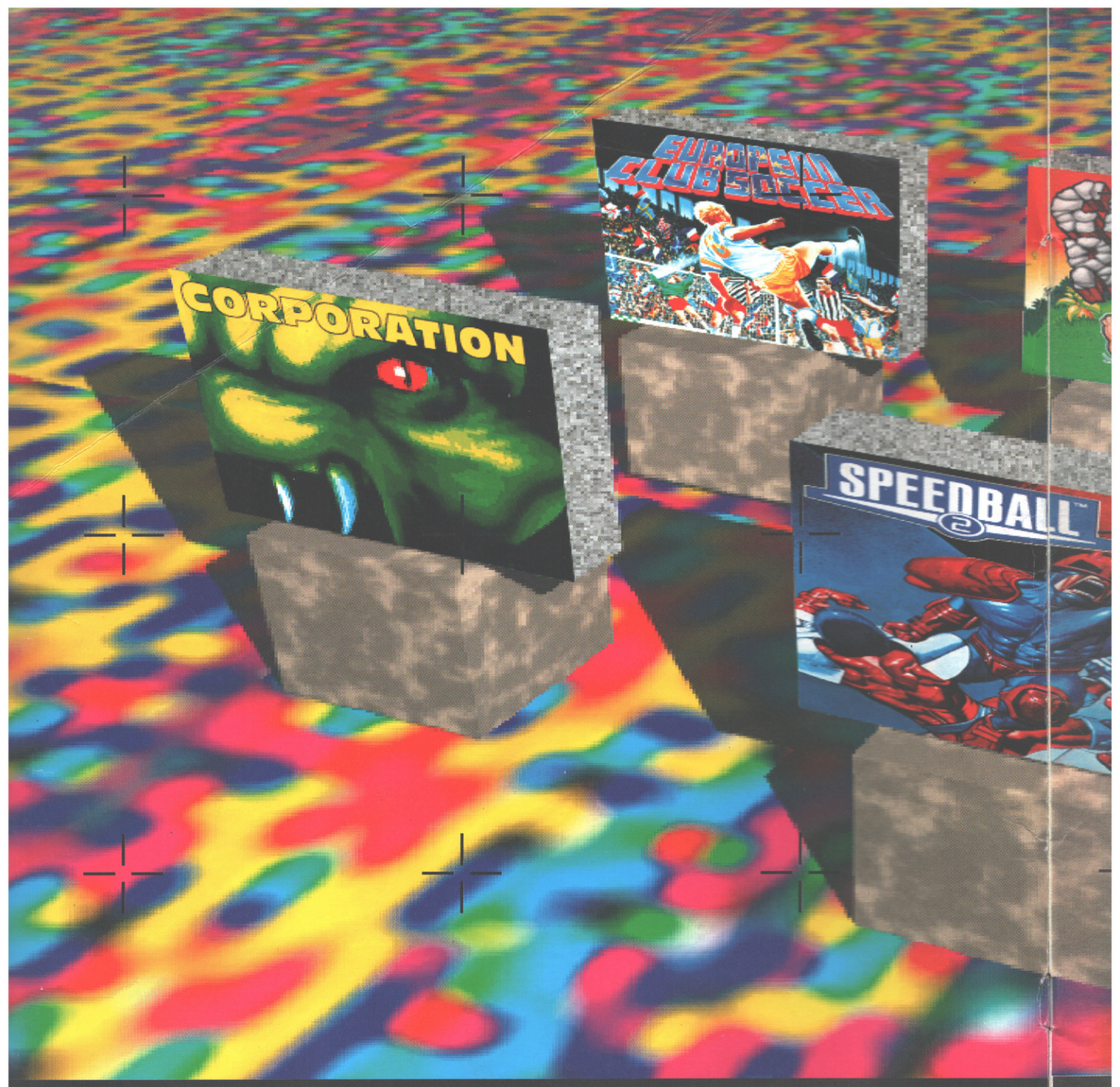

TERMINATOR	MEGADRIVE	MASTER SYSTEM
EURO CLUB SOCCER	MEGADRIVE	-
SPEEDBALL 2	MEGADRIVE	-
XDOCK	MEGADRIVE	MASTER SYSTEM
	MEGADRIVE	-

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IN THIS ISSUE

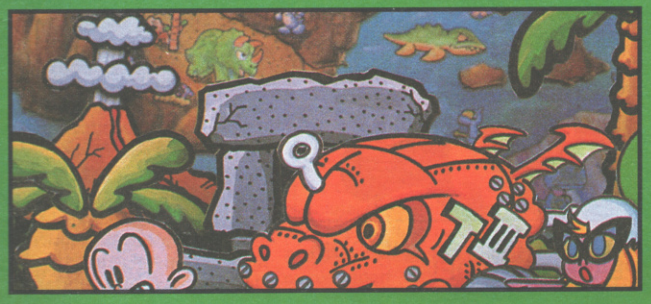
FREE! THE WORLD'S GREATEST HAND-HELD MAGAZINE!

Stuffed full to the brim with the most up-to-date info on your hand-held, GO! is a dream come true! THIRTY-TWO fun-packed pages bursting with news, reviews, tips and previews of the hottest games - and best of all, it costs you NOTHING! Think you'll need a pair of crap plastic sunglasses to stand the heat? Not at all - because GO! is the coolest freebie in the world!

HAND-HELD GO! VIDEO GAMES

BC KID - HEAD BANGING EXCLUSIVE!

He went down a storm on the PC Engine as PC Kid, and now he's coming to an Amiga near you! Hudson Soft have really gone to town converting this perfect platform romp to Commodore's 16-bit wonder, so CVG does the business with yet another Exclusive Review of one of the biggest computer games EVER! Want the full lowdown on this white hot little number? Check it out - NOW!



FREE! 16-PAGE STREETFIGHTER 2 PLAYERS' GUIDE!

You're not going to beliiieeeeve this! CVG sets the standards yet again with an incredible 16-page pullout devoted completely to Streetfighter 2 on the Super Nintendo! This is the guide you've been gagging for, and it's probably worth the price of the mag on its own. Complete with EVERYTHING you need to know, you've never seen anything like it!

WIN A COPY OF STREETFIGHTER 2! (AND A SUPER NINTENDO TOO!)

"Hello, is that Lord EMAP?"

"YES, AND WHO MAY YOU BE?"

"Oh, I'm just a little oik from CVG. We want to give away FIVE copies of Streetfighter 2..."

"WHAT?"

"...and a Super Nintendo for some spawny get to play it on."

"WHAT!!"

"It's goin to cost oodles of cash - but you don't mind, do you?"

"NURSE! NURSE!"

HOT SHOT HOTSHOTS!

We could shout from the high heavens about our mega Hotshot Previews, but we prefer to let the games speak for themselves. Games like Twisted Flipper on the Megadrive, Team 17's brand new Amiga blast Assassin, and Aquabatics, the fab follow-up to Robocod featuring the aquatic agent James Pond! Which other mag gives you such fab stuff? Answers on the top of a pinhead please...

NEW-LOOK CHEAT MODE!

Yes indeedy, the greatest hints and tips section in the entire cosmiverse gets even better from this issue onwards - with so many cool cheats for all the latest and greatest games. So if you're stuck on that game, get stuck into cheat mode and give it some stick!

THE GREATEST GIVEAWAYS!

When it comes to compos, CVG just cannot be touched! This issue we're giving you the chance to walk away with a stackful of gear, like every major hand-held available - that's a Game Boy, Game Gear, Atari Lynx and PC Engine GT to you - with a great game for each! And if that's not enough, then how about staggering off with a superlative Super Nintendo with a copy of Streetfighter 2 chucked in for good measure! How DO we do it?

THE HOTTEST REVIEWS!

There's really only one place to be for the full lowdown on ALL the great games - right here in the pages of CVG the world's greatest games mag! After all, when you can find the full lowdown on such titles as Prince Of Persia and Parodius on the Super Nintendo, Splatterhouse II on the Megadrive and the brilliant BC Kid on the Amiga all in one mag, what else do you need? Not a lot, that's what!

CVG

CONTENTS

8 - WORD UP!
It's all change here at CVG Towers! We've had a promotion AND we've got a new addition to the CVG Boys! Who is that lucky lad? Tim's just gagging to reveal all, so join the Big Ed for a voyage into the wide blue yonder...

10 - NEWS
News! News! More news! Everything you need to know about what's happening out there in Gamesland has been bundled together and placed in the section we know News. What's hot, what not and what's what? It's ALL here in CVG!

18 - DAVEY MELLOR'S THESPIAN FROLICS HOTLINES
No, we didn't get up to anything naughty at all. We were only sharing the telephone to try and win a fine and marvellous prize from the CVG Hotline. What do you mean, you taped the call? That's not fair - you'll know all my answers to the questions now!

38 - YOB'S MAILBAG
Fresh from his trip to some tawdry foreign clime, YOB returns to rip shreds out his favourite victims - the readers of CVG! Are you one of the lucky few whom CVG's very own silver-tongued devil has got his teeth into this month? Yes, you probably are...

44 - INCREDIBLE CVG POSTER!
You want posters? We give you posters! Another incredible slice of CVG brilliance can be found nestling in the middle of the mag. Rip it out, stick it up and watch your mates gaze in awe and amazement!

45 - STREETFIGHTER 2 - THE COMPLETE PLAYERS GUIDE!
Who better to bring you the ULTIMATE Players' Guide to the ultimate Super Nintendo game than the ultimate games mag - CVG! Find out all about Ryu and Co, and learn all those special moves when you delve into this SIXTEEN PAGE superguide - then beat up your mates every time. Hurrah!

58 - CHEAT MODE
He's got his Hong Kong Ray Bans back after they were whisked away on one of his debauched visits to the place they call 'The North East', and he'll be wearing them just for you, as you peruse the pages that he have invariabl stuffed full of hot tips and cheats - and cor blimey, that Billington feller has given Cheat Mode a groovy new look, too!

64 - SADIE'S SCORERS
She's mean! She's lean! And she'll probably be seen with a variety of distinguished public figures in tatty tabloid journals in a short while. Unless, of course, she's too busy whipping CVG's high-scoring heroes into shape. She's a gal, isn't she?

78 - HAVE YOU WON A PRIZE?
We thought it about time we handed out a groovy new Megadrive to the winner of the Rad's Cartoon Compo - and not only that, we're going to show you a few of the oh so unlucky runners-up, who get naught save their piccies in the world's best mag!

94 - HALL OF FAME
Top names! Top games! All inside the CVG Hall Of Fame! What's the best of the bunch this month? Find out this and much more - like the CVG boys' fave raves over the past twenty-eight days!

MEGADRIVE

10 - LHX ATTACK CHOPPER
Incredible! EA's latest biggie whirls onto your Megadrive and CVG jumps straight into the pilot's seat to tell you all about the game! This could be one of the biggest Megadrive carts this year, so turn to those News pages and read all about it!

12 - GAME GENIE
Yes yes yes! The gamecracking Genie slaps down on your Megadrive and CVG grabs the machine for a first look! Could this be the answer to your gamesplaying dreams? Check this baby out NOW!

74 - SPLATTERHOUSE II
Grab your chainsaw and hack a variety of slimey horrors back to the depths of wherever they came from and rescue your girlie in this special Megadrive remake of the top coin-op. Friday 13th laffs ahoy!

90 - TWISTED FLIPPER
Apart from the brilliant Devil Crash, there aren't any pinball games for the Megadrive. That is, except for the soon-to-be-released Twisted Flipper from Electronic Arts! It looks great - and we've got an incredible Hotshots Preview to prove it! Amazing, eh?

90 - NHLPA '93
Not, as you might believe, the National Heritage Lakes Preservation Association's first foray into video gaming, but a revamped version of the excellent Electronic Arts game, EA Hockey! Check out this ouch!-hot Hotshot - it's the bizz!

92 - AQUABATICS
His name is Pond - James Pond - and this time he's taking part in the Underwater Olympics! Events galore with James and his pals in a hilarious send-up of all those Olympics games doing the rounds at the moment - see what you think when you read the Hotshot Preview!

AMIGA

22 - BC KID

You probably know him better as PC Kid of PC Engine fame - well he's now on the Amiga in a totally brilliant conversion of his original exploits! We think this is the tops - which is why the Kid not only graces this month's cover, with fabby art by Gary Ward, but also has the benefit of a whopping FOUR PAGE Review! Are we good to you or what?

MASTER SYSTEM

30 - NINJA GAIDEN

One of the most popular arcade beat 'em ups ever hits the Master System! Is it the hardest little number to grace your Sega? Check out the CVG Review and flippin' well find out!

NES

26 - DIE HARD

Yes! Now you too can become baldy Brucie Willis and not only save your wife, but also nearly seven hundred billion dollars from a gang of right hard crims in an ace game based on the equally ace movie!

34 - MEGAMAN 3

He's back! And this time he's brought his dog! Megaman returns to once again battle with the despicable Doctor Wily in the third game of the Megaman saga! Is it good or what? Read the Review and find out for yourself!

76 - NES OPEN

Golf japes-a-plenty with Mario are afoot in NES Open - one of the best versions of the sport ever to grace the machine! 3D graphics portray the action - dive in and tee off for the time of your life!

SUPER NINTENDO

12 - AXELAY

Crikey! One of the best console shooters ever is about to scream onto the Super Nintendo, and CVG is there to give it the once over. You've never seen anything quite like this on the SNES, so stop muckin' abaat and take a look!

14 - HOOK

Alright, so Robin Williams looks well silly in green tights but Ocean's game of the film is a right old laff! We've taken an early look at the game and we're ready to tell you all about it!

32 - TEENAGE MUTANT NINJA TURTLES IV - TURTLES IN TIME

Order in a pizza or two and settle down for a spot of shell-kicking in the latest excursion into the world of the Turtles! Splatter Shredder and conquer Krang in a game that's a damn sight better than its coin-op counterpart!

36 - PARODIUS

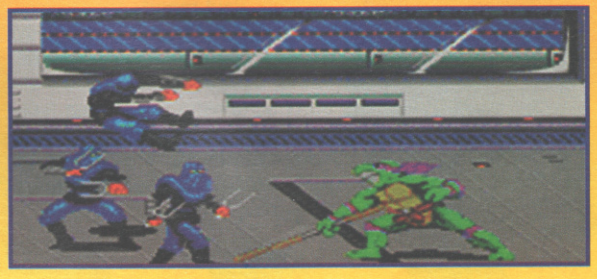
It's the silliest shoot 'em up ever - and it's on the Super Nintendo at last! Konami blast into buffoonery with the SNES version of the crazy classic Parodius - and it's absolutely brilliant! Shoot the baddies and laugh your back off at the same time in this corking comic caper!

68 - PRINCE OF PERSIA

At last, a Super Nintendo conversion of the game that's appeared on more formats than practically any other! Save the fair princess from the Grand Vizier Jaffar in Prince Of Persia - a souped-up spectacular that's bigger and better than any version before it!

72 - SUPER BATTLE TANK

Drive a fully-armoured tank into the heart of the Gulf conflict and, well, blow things up, in the first Saddam-basher since Desert Strike on the Megadrive!



EDITOR
TIM BOONE

I once went for a job as a boilermaker, but I didn't know what a boiler was or how to make one. I had to sit this really boring multiple choice test about stress levels and pressure and stuff and I didn't have a clue how to answer any of them. In the end I just ticked box A for everything and went home. How the hell do you make a boiler anyway?

DEPUTY EDITOR
PAUL RAND

When I was sixteen our mam made me go for a job as a chicken plucker at some plucking factory near our house. I got all the way there but couldn't pluck up the courage to go in the plucking place. Instead I hid for an hour and a half, then I went home and said I was a sad plucker and everyone believed me. I only told them the truth two months ago...

ART EDITOR
JON BILLINGTON

I once worked for this weirdo charity outfit full of hippies and right-on people and worked with this bloke making a pamphlet called The Evils Of Sugar. The thing was, this bloke smoked fifty a day - which really IS bad for you - so I gave him a pamphlet on that and he never spoke to me again.

STAFF WRITER
PAUL ANGLIN

I once had this job collecting glasses in this club full of old Welshmen and the boss insisted that I had to work on my birthday. I worked from seven 'til twelve when I should have been at home having a party and all they gave me a was a crap record dedication and a baseball cap.

DESIGNER
JENNY ABROOK

I used to work for this construction firm and my job was to buy the stuff they needed like concrete and bricks and things. Then they started asking me to buy things like dinghies and life jackets, and I could never work out why they needed them. It must have been a wind-up but I didn't know that at the time, so I bought four of each and never heard anything about it...

MANAGING EDITOR
JULIAN RIGNALL

I once had to dig this ditch and there was a dead sheep in the bottom of it, which burst open when I stuck the fork in. I just freaked out and ran away as fast as I could, but my mate was downwind of the thing and threw up everywhere. It was the most disgusting thing you've ever seen. Aaaarghh!

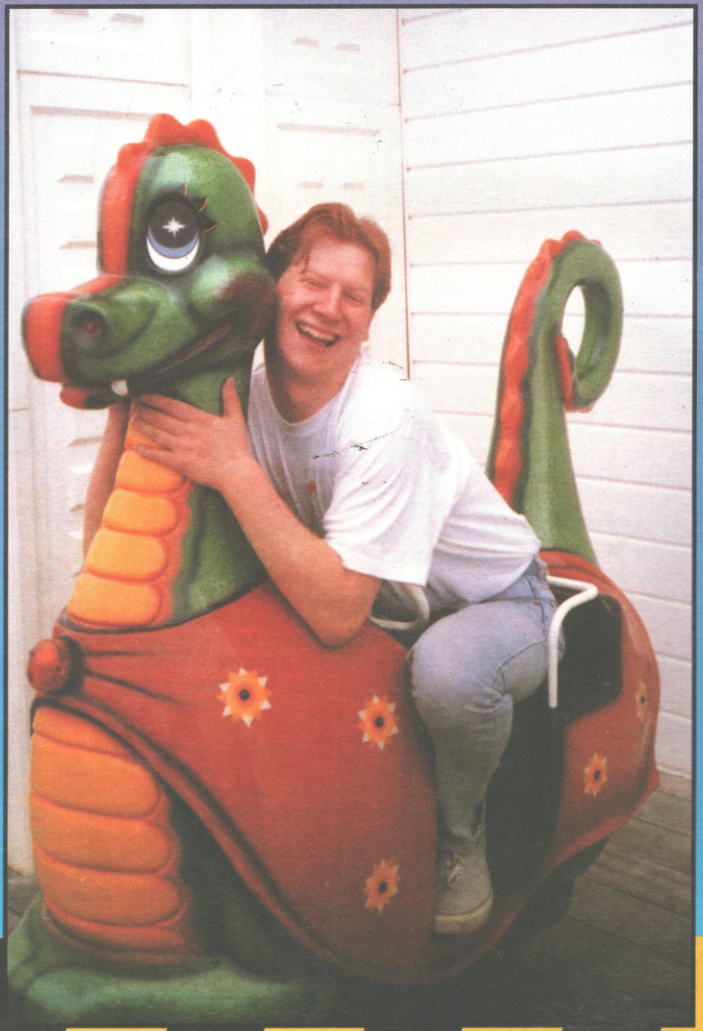
ADVERTISING MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: David Nye SECRETARY: Joanne Briar MARKETING MANAGER: Marc Swallow MARKETING EXECS: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO! - HURRAH!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING RUMOUR EXCHANGE: CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: Colourtech, London E2 TYPESET BY: Edmond Honda and his fat belly of doom COVER ART: Gary Ward DISTRIBUTED BY: BBC Frontline (c) COPYRIGHT: COMPUTER AND VIDEO GAMES 1992 ISBN No: 0261-3597 QUICK QUESTION: Why did the chicken get squashed by the truck? THANKS TO: Wavey Davey and his boss's daughter Depravity CVG DISCLAIMER: CVG cannot be held responsible for any ommissions, misprints, mistakes, misunderstandings, lost printers, lost women, lost rags, lost hair or the whole of Class 3C at Middleton Comprehensive School, Barton On The Wold. Sorry Mrs Pugh, but there's nothing we can do...

WORD UP!

Welcome to another incredible issue of the greatest games mag in the world! There's so much stuff jam packed inside this issue I've only got space enough to say enjoy yourselves, don't buy crap mags, accept no imitations and if you see Marcus Hughes from Minehead tell him to stuff his rally bike sideways up his bum. See you next month!

GIVE US A LAUGH AND WIN A PRIZE!

Want to get your name in CVG and stand the chance of winning some free software for your machine? Well, send us summat and we might just send you something brilliant back! We got the idea when an anonymous CVG hero who forgot to include his name and address sent us loads of little items to give us a laugh. Among the package was half a ruler, a little model Batwing and tons of other skill stuff! Anyway, we reckoned it was the tops, so we're starting a brand new competition. Send us something to raise a laugh (make sure it's legal, decent and doesn't go rotten!) and we'll dish out free software to the best of the lot! It doesn't have to cost anything at all because it's the thought that counts, so fire off those little prezzies to: GOODIES GALORE, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. By the way, to the skill lad who gave us the idea: send us your name and address together with a list of some of the other stuff you sent (so's we know you're genuine) and we'll send you a free game for your machine!



WHAT, A PROMOTION!

OK, time to update you on a few staff changes at CVG Towers. First of all, Paul Rand is promoted to Deputy Editor of CVG and GO! You all know Randy by now, so the Easington Elvis needs no introduction from me. However, we do have a new face to tell you about. He's Canvey Islander Paul Anglin, who at 16 years old becomes the youngest Staff Writer in the history of the magazine! So how did the spawny little get pull that one off, eh? Basically, we've taken him on because he's the only other person in Britain who can stand Rand twelve hours a day. But seriously folks, little Paul's a gamesplaying demon with snappy trainers and quick wits, so he lands the greatest school leaver's job in the world!

GO YOSHI GO!

INCREDIBLE! Remember we told you about the Holostar 2000 back in April? Well that's nothing compared to its follow-up, the Holosad 2001! Giddyup Yoshi's the name of the first game for the machine, in which you get to ride the back of your dinosaur pal, just like Mario! And if that's not enough, Paul reports that manufacturers IQ-0 are already working on the Holosad's second game, Dodgem Davey. Here's an early screenshot - and just look at the speed blurr on that! Incidentally, whoever can come up with the best caption will win a free game for their machine...

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NEWS

WHOOPS - WHAT A WHOOPSIE!

Call us useless morons without any brains but we missed the usual thanks boxes off a few of the Reviews last issue. So apologies to all concerned, and if you were wondering who supplied the goodies and where you can get them, here's the info you need:

Our FINAL FIGHT GUY and STREETFIGHTER 2 on the Super Nintendo were supplied by Adanced Console Entertainment and the Electronic Gaming Club. For more information call them on 071 783 0480.

MAGIC SWORD and KRUSTY'S FUN HOUSE on the Super Nintendo were supplied by Console Concepts. For more details call 0782 712759.

STOP PRESS! STOP PRESS! STOP PRESS!

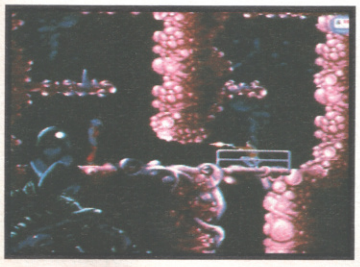
Just as CVG is winging its way off to the printers, Axelay and Hook for the Super Nintendo drop in through the door! Do we fret? Do we worry? No, we just despatch Paul Anglin to rugby tackle the courier on his way down the stairs and drag him back so's we can get this in. Axelay, from Konami, is quite possibly the best shoot 'em up you're going to see this year on any machine. Check out these awesome screenshots if you don't believe us! The game features utterly incredible graphics with gameplay to match, and the backgrounds are simply awe inspiring - with Mode 7 used to full effect for smooth 3D background scrolling which puts coin-ops to shame! We'll be giving the game the full works in the very next issue of CVG - so keep 'em here and all will be revealed!

First impressions of Hook on the SNES are also very good. One of the best features of the game is the music - a smattering of lively, orchestral ditties which spur you further into the game. Peter (you know, Pan) starts the game with a flashy sword which, after collecting the relevant item, can unleash bolts of energy! This can be handy to tackle tricky baddies from afar, because they might otherwise drain you of strength - and you only get two energy units to begin with. Most of the baddies can be destroyed with one swift smack - but others, like the rolling fat bloke who tumbles down the hill toward Peter, take two or more. Watch out for the archers who fire arrows into the air, or the bloke who shakes up a hornets nest and sends them swarming after you! Hook may not be the most original platform game in the world, but it is well done. Our copy came courtesy of those fine folk at Console Concepts, so call 'em for more info on 0782 712759.

FLASHBACK FLASHES IN

Coming soon from US Gold to an Amiga and PC near you is Flashback, latest game from Delphine - the people behind topper titles Operation Stealth, Cruise for a Corpse and Another World. Taking the part of Conrad B Hart, research scientist to the stars, you find yourself crash landed on a bizarre jungle planet surrounded by hostile creatures and remembering very little of how you got there...

As you can see from these screenshots, the graphics are looking absolutely top stuff, and we're promised gameplay to match. Delphine are also well proud of their animation system, and although you can't see it from these piccies the movement is so lifelike you may well swear you were watching a movie! More news on this one the second it drops in!



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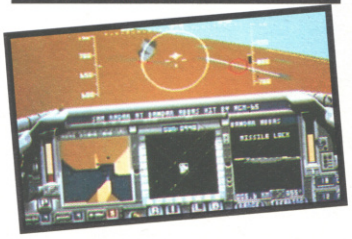
NEWS

THE EAGLE IS LANDING SOON!

Everyone wants to make a console game these days! The latest software house to jump onto the ever-growing bandwagon is Microprose, who are putting the finishing touches to Super Nintendo and NES versions of their top-selling flight sim F15 Strike Eagle 2! Chosen because the game was the easiest sim to convert to consoles, thanks to the limited amount of keypresses needed in the original home computer version, F15 is looking a bit of a treat on the Nintendo machines and no mistake. In fact, the SNES game could turn out to be even better than the original, with those custom chips being pushed to the limits in a dazzling spectacle of graphics and sound! We're getting our hands on smart pre-production copies of both these titles in the near future, so watch out for the full CVG treatment very soon!

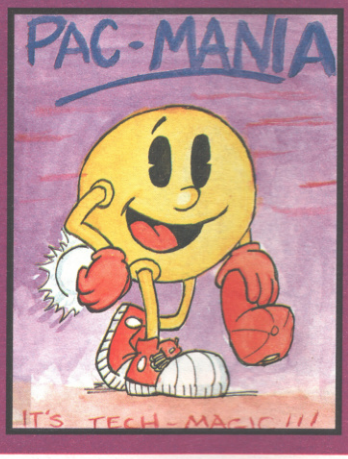


SEGA'S LITTLE GENIE-US

There's just no stopping the Game Genie! It's enjoying great success on the NES, even though Nintendo aren't desperately happy about its existence, and there's soon to be a version available for the Megadrive! Galoob, the company producing the game cracking device, are including a codebook in the package containing over a hundred different cheats for a variety of games, giving the user infinite lives and loads of other stuff! This well useful piece of kit will be released for the Megadrive in October, with a price tag of £44.95. And look out too for a Game Boy Genie, which we'll be covering in a future issue of GO!

CVG SPAWN CENTRAL!

Not too long ago we ran a competition with Tekmagic to send one lucky reader to the European Football Championships in Sweden! Spawny boyo William Shields of East Grinstead was whisked off to see the tussle between England and France - you know, the one which we should have won but didn't. Still, William had a lot of fun, especially when he came down to the CVG offices to spend an afternoon - and didn't mind one bit when he got his ass kicked on our Streetfighter 2 arcade machine! If that's not enough, Tekmagic threw in an armful of Sega consoles and games because that's the kind of guys they are! Here's a piccy of Wills looking as happy as a sandboy at the match, together with his winning compo entry. What a star! Look out for more CVG compos soon - next time it could be YOU!



TANKS A LOT!

We get loads of videos sent to us at CVG, and one of the cleanest we've received lately is Dominion Tank Police, the latest animated extravaganza from Japan! It's all to do with the world becoming a much more violent place and the normal police being replaced by the Tank Police - coppers in massive battle tanks! As you might expect from a 15 certificate Japanese cartoon, Dominion Tank Police features guns galore and even a couple of women in various states of undress! Parts One and Two come on one cassette, with parts Three and Four, surprisingly enough, being supplied on another! Each tape costs £12.99, with the last two episodes becoming available on September 7th.

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NEWS

BLUNDERS DOWN UNDER

It's true! The Holostar 2000 wasn't an April Fool at all - according to one sad Aussie mag, that is. Antipodean reader Leigh Price spotted the 'Scoop Exclusive' piece in a copy of MegaZone magazine, in which they drooled over its custom polygons and got into a right old state over those 64 bits! Quite what they were thinking when they went on about how this new technology had been used by US Defence pilots is beyond us - the Holostar 2000 is actually an upside-down Atari VCS with bits of plastic stuck to it! Of course, if those Down Under dizzies want to buy our Holostar, just send a cheque for £229 made payable to Cretinous Australians Should Hang (CASH for short)...

VIRTUAL REALITY AT HOME!

After years of speculation about virtual reality becoming an everyday part of life, there now comes news of the HOLOSTAR 2000 unit, which will transform your lounge room into cyberspace. Although still in pre-production form, the Holostar is the first of the new generation of 64-Bit machines, featuring custom polygon generation and state of the art infra-red and ultra-sonic sensory equipment.

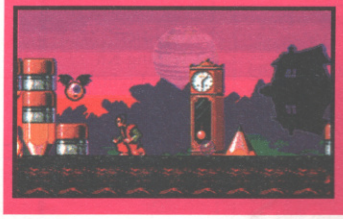
It will also have the revolutionary Holospec System with fibre optic scanning, which has been used by US Defence Force pilots in testing jet fighter prototypes. The unit comes with LCD glasses and sensor equipment, which looks a lot like a mouse. The Holostar 2000 will be released in Britain in August for a surprisingly cheap £229 (around $500). It will hopefully make it's way Down Under in

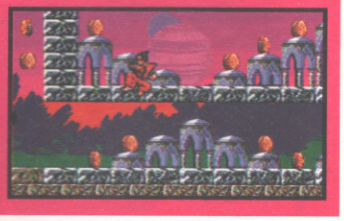
GUY SPY GOODIES!

Now this looks like a bit of a laugh and no mistake! Guy Spy is the Dragon's Lairish offering from Readysoft on your Amiga and PC, and as you can see from these screenshots the game looks well 'ard! Playing the part of the world's greatest counter-espionage agent you have to destroy the dreaded Doomsday Machine in this cartoon romp featuring 1500 frames of animation and 6 megabytes of graphics on six disks! With any luck the game should be out by the time you read this, priced at £29.99 on Amiga, a fiver extra on PC.

SECOND'S OUT - ROUND TWO!

Well, you may have missed your chance to be the First Samurai when Fat 'Un Bob went under, literally, but Vivid Image have been beavering away on the sequel to one of the best beaters ever! Yes indeedy, First Samurai on the Amiga was a fine old laugh which suffered badly when Maxwell went down with the ship. As a result not many of you got the chance to buy it, which was a right old shame 'cos it was dead good. Anyway, as you can see from these shots, the sequel's already well underway and looking well wicked! Best improvement from the original is the option for two players, so two Second Samurai's can kick butt at the same time! From our sneaky peak we can tell you that the graphics are totally spiff and the game's already moving well. More news when we have it!





SAD CENTRAL

1. CVG BOY IN BOMB SCARE SHOCKER!

OK, so a lot of things have been said about Jon Billington's sad VW Polo, but nobody's ever mistaken it for a bomb before - well, until the police, fire brigade and bomb squad did! Sirens flashing, they rushed round to posh old Muswell Hill and broke into his car thinking our man was an international terrorist! Apparently somebody had spotted Jon and Mean Machines' very own Gary Harrod climbing out of the wreck, decided they were shady characters and phoned the cops! "It was ridiculous," says Jon. "They actually tried to tell me off for parking my car where I live. The policewoman said she hoped I thought they weren't being petty and stupid about it all. I just looked at her..."

2. SAD RAND'S CLIMBING CAR

Right - prepare yourselves for some serious sadness. It all started when Probe boss and top roistering boyo Fergus McGovern sent Paul Rand a birthday present from Japan - a car which climbs walls. "Codswallop!" cried the CVG boys. "You can't have a car that climbs walls!" Well, Rand decided to prove it - and spent most of the day lovingly constructing his little toy car. When it didn't work (sad) he managed to rope in a few poor unfortunates to attach sticky tape to the wells (saad) and tried in vain to run the car up the wall (saaad). Then he realised he hadn't read the instructions properly, got the car working and pranced around CVG Towers showing it off to all and sundry. We think this is probably the saddest sight we've ever seen, but if you can find a picture of yourself doing something even sadder then send it off to I'M SAD I AM at the usual address and we'll award the game of your choice to the best of the lot...

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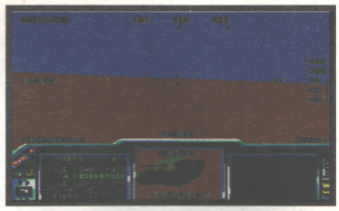

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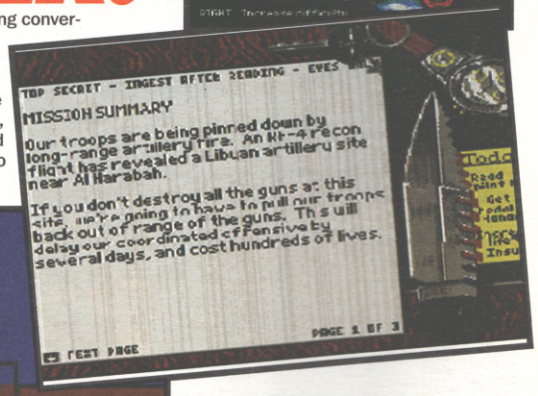

And while we're on the subject of console flight-sim hilarity, you need to know about Electronic Arts' forthcoming conversion of their mega-selling PC game LHX Attack Chopper! The player gets to control either an AH-64A Apache Gunship or the futuristic LHX 'copter of the title across a variety of scenarios, with missions ranging from blowing up enemy outposts to rescuing POWs from concentration camps!

The original PC game was an absolute stormer of a sim, which the CVG boys still play and enjoy, and the Megadrive version is set to be a totally accurate conversion! All of the different camera views can be accessed, allowing you to watch the action from a stack of different angles, and the 3D frame update is very fast and smooth - and that's just on the nowhere-near-finished ROMs that we were treated to a first look at! More info will be available next month - stay with CVG for the full lowdown!

SPORTY SCHOOLS

The Sega buses have been out in force again, this time to promote the Sega Sports Challenge, a nationwide competition in which schools from six different regions took part in a range of events for the prize of £2,500 worth of sports gear for the school and a host of other goodies for the participants. The eventual winners were Cowley High School from St Helens, who can proudly proclaim themselves Sega Sports School Champions! And a big round of applause to the runners-up, High Storrs School from Sheffield and Ryton Comprehensive from Gateshead. Hurrah! By the way, to any of you lot looking over someone else's shoulder and reading this - bog off and buy your own copy, you stingy get. Yes Mr Headmaster, that includes you too...

PUTTYING IT ABOUT A BIT

You probably know all about Silly Putty - it's the rubbery stuff you buy in blue or pink, it looks a bit like a bogey and you can do all sorts of interesting things with the stuff like pull it, stretch it, and lift images off your favourite comics and mess about with them. Well, now Silly Putty has its very own game, coming soon on Amiga, ST and PC courtesy of System 3.

Playing a blob of putty (and why not?) you get to stretch, bounce and even inflate your way around a wierd and wonderful world, taking on your arch enemy Dazzledaze before all the other Putty People are shipped to earth as bubblegum! System 3 are promising up to fifty levels of weirdness, and from what we've seen the game certainly looks out of the ordinary! The game should be out in September priced at £25.99 on Amiga and ST and £29.99 on PC.

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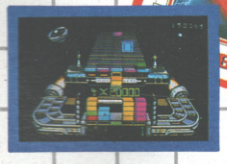

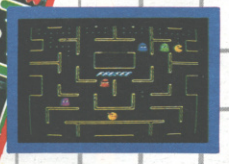

DOMARK

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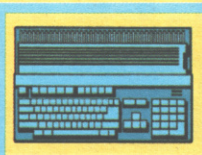
AMIGA

PLATFORM

BY HUDSON SOFT £TBA



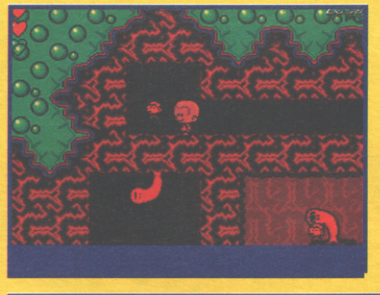
Prehistoric children and lost girlfriends might not sound the ideal combination for a fast-paced romp in the Mario and Sonic mould, but that didn't stop Hudson Soft from achieving massive success with PC Kid on the PC Engine! One of the best games of its genre ever to hit a console, home computer owners were more than slightly peeved at the prospect of not ever being able to step into the animal-skins of the Kid on their machine. But all that is set to change for, due to massive public demand, PC Kid is making his long-awaited debut on the Amiga! As always, CVG went and grabbed an Exclusive look at what is set to be one of the biggest hits this Christmas - read on and find out all about what's in store!

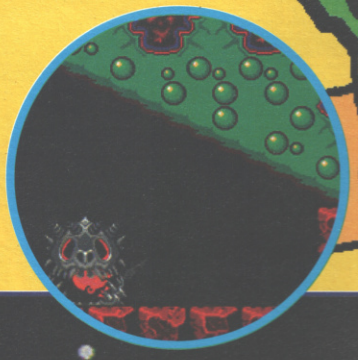
PC OR BC? OR BONK?

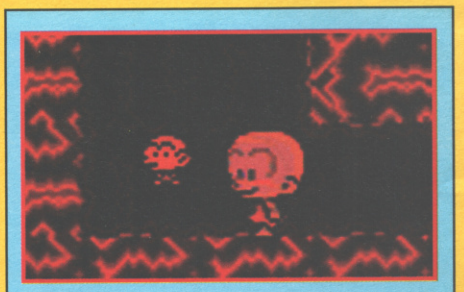
The biggest change between PC Kid on the Engine and the forthcoming Amiga version is in the name - the computer game is to be called BC Kid. Not the most massive alteration in the world, but think yourselves lucky; in the States, where the PC Engine is known as the Turbografx 16, PC Kid isn't called PC Kid at all - he's called Bonk! Just imagine trying to explain that one to your parents while they're rifling through your games pile!

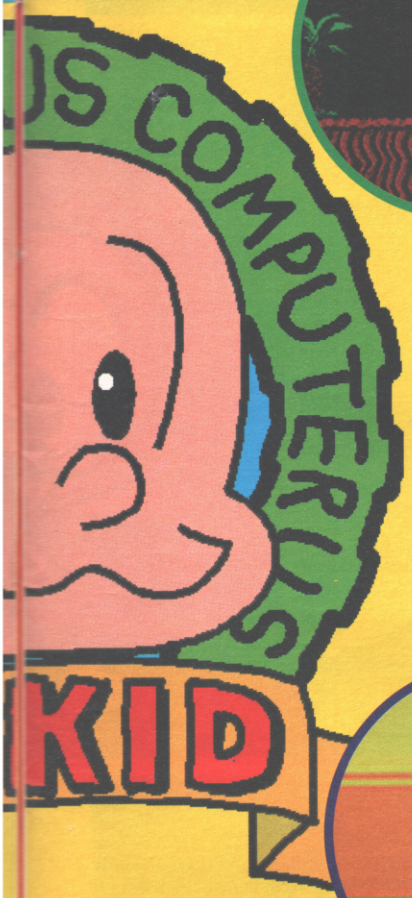
CHILLI SAUCE WITH THAT, PLEASE

There's nothing the Kid likes better than to munch on a nice, hot kebab - and when he does, all kinds of things happen! Eating kebabs causes Kid to go all funny and dark, allowing him to head-butt the floor and freeze all the nasties for a limited amount of time. And, when he swallows a mega kebab, Kid goes absolutely wild, making him invincible for a short while!









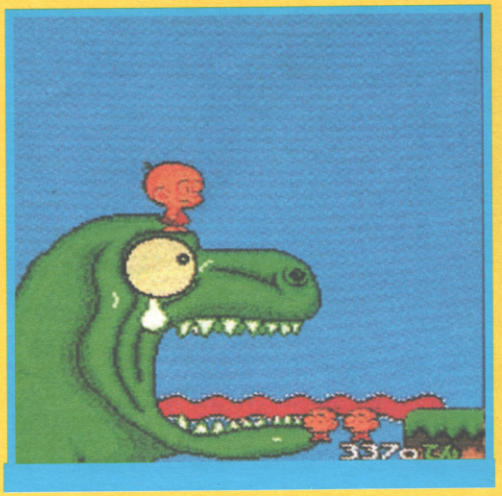
CHROMAGNON KID IN KIDNAP CAPER!

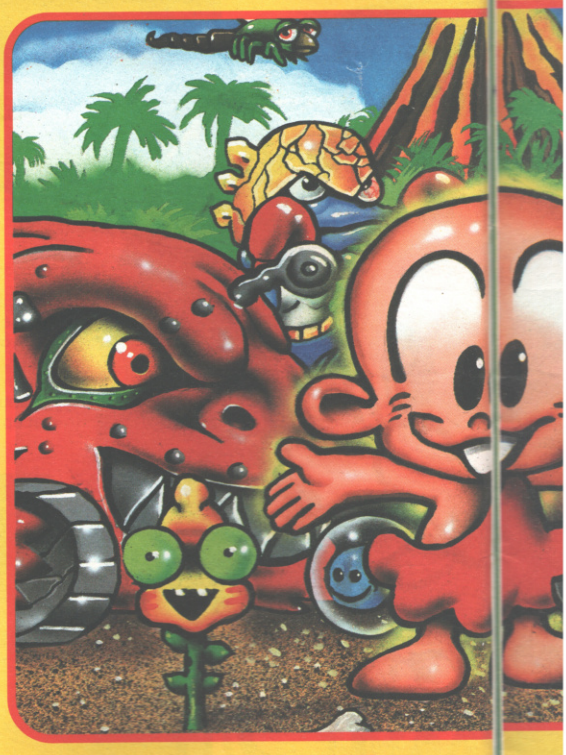
Basically, you play the role of the Kid - a half-pint homo-erectus whose girlfriend has been kidnapped by the bad dinosaurs. Of course, the young 'un's got to go and rescue her; so pull on your loin-cloth and shout 'Ooga! Booga!' across five enormous stages of platform action, set both on land and in the stomach of a gigantic Diplodocus! Eee, the things those prehistoric types used to get up to, eh?

BC Kid? That sounds a little familiar. And indeed it should. This is an Amiga version of the classic PC Engine platform romp PC Kid, which took the Engine world by storm when it was released about two years ago. The main reason for its astounding success was the strong comedy element. The thought of guiding a slap-headed caveboy along prehistoric landscapes and nutting dinosaurs to oblivion is a real rib tickler. But PC Kid's merits aren't just down to the laughs. Graphically the game is brilliant, with real cartoony looks and fast smooth scrolling backed up by some top sound effects and a host of prehistoric tunes. The gameplay is fast and extremely addictive, and this is a game you won't crack in a hurry. But of course the question everyone is asking is how does it compare to the PC Engine version? The answer is: they're exactly the same! So now Amiga owners everywhere can enjoy some top class console gaming action, and this is brill. As the Yanks say: "Keep on Bonking!"

PAUL ANGLIN

CVG 4 PAGE REVIEW



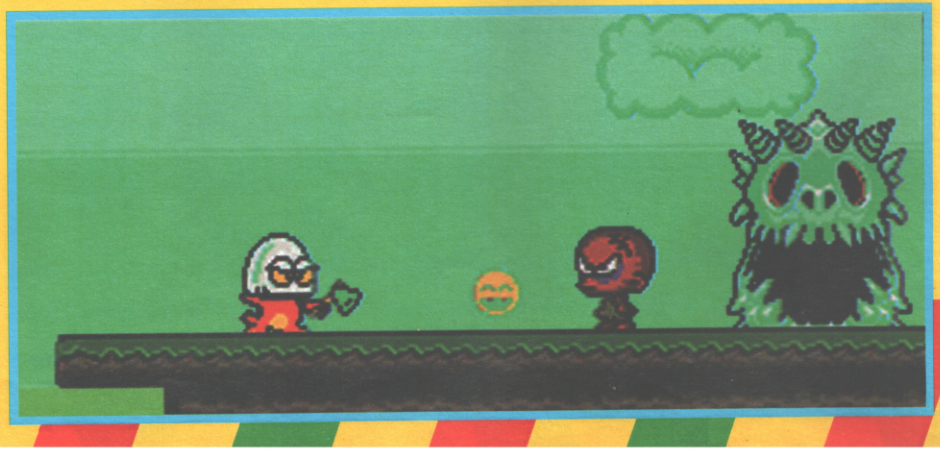


PC Kid was a game that I played absolutely to death on the PC Engine - even with the plethora of amazing games that are around for the little NEC wonder, it still managed to grab the title of Best Engine Game Ever in the CVG office when it arrived. So imagine my delight when we got a perfectly converted Amiga version through the post! By golly, I jumped with delight at the superbly cute characters, hopped with joy at the massive levels, and nearly burst a gut with pleasure at the hordes of enemies that were there to contend with! This is such a brilliant game that if you pass it by you deserve to be eaten by one of the monsters in BC Kid's world! Graphically gorgeous, with masses of colour, and the kind of simple yet demanding gameplay that has made this style of game one of the most popular, coupled with the inanely cute Kid, make BC Kid a massive success. Don't think - buy!

PAUL RAND

MORE FAMOUS THAN THE BRAT OFF HOME ALONE

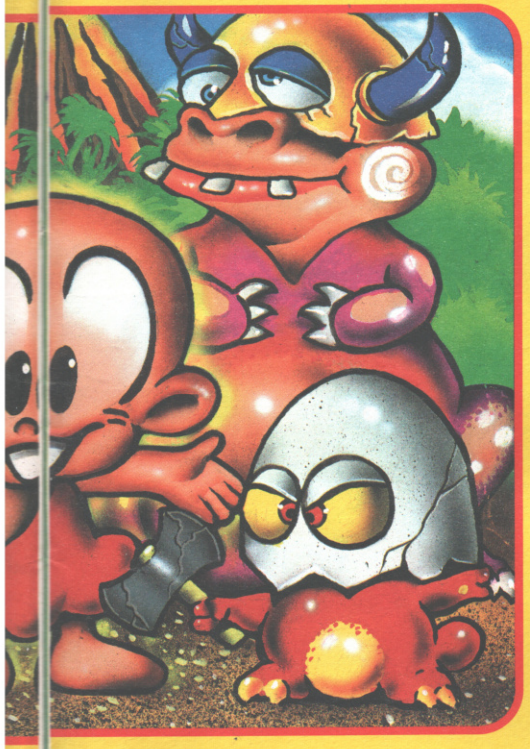
Over in the Land Of The Rising Sun, PC Kid is big business. He's on mags! He's on mugs! He's on towels! He's on trowels! Well, perhaps not, but he most certainly is on a hefty pile of products! Kid merchandise sells like sushi in Japan, as becomes the third biggest video game star over there, just behind Mario and Sonic. And soon, everyone will know his name over here too! Of course, we've known all about the Kid for yonks, 'cos we're great, we are.



REVIEW

NUT THEM NASTIES

In BC Kid's world, the emphasis is on cute. Jolly little bird things with half egg-shells on their heads, milling around the levels; happy dinosaurs which Kid can climb inside and find secret places; comical capers of all sorts, from climbing up vines by your teeth (!) to giving all those baddies a Glasgow kiss.

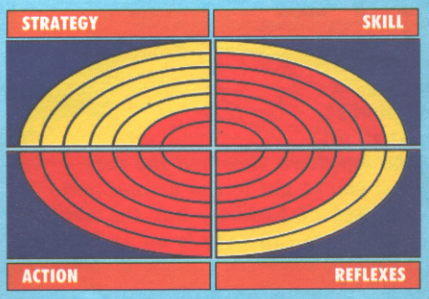


SAD HAIRCUTS AHOY!

One of the best aspects of BC Kid is the variety of end-level monsters. Except they're not at all monstrous - they're quite sickeningly cute! Take the first guardian, for instance - he's a big dinosaur with an egg-shell on his head (they don't half go in for eggy hats in this game!) who, after you've beaten him by head-butting the shell until it breaks, reveals himself to be nice and jolly with a rather sad haircut! There's a host of other such 'nasties' too, including a half-girl, half-bird thing and a large triceratops - at least, that's what it looks like!

The pair of PC Kid games on the engine must rank as two of the greatest console laughs of all time - and incredibly the Amiga version is just as good! Here's a game specifically written for a particular console and converted perfectly onto home computer! The people behind the game are Hudsonsoft, the same software house which turned in the Engine originals, and absolutely nothing is missing! The first thing to strike you about BC Kid are the awesomely hilarious graphics, which even manage to beat Sonic and Mario for sheer appeal. Then there's the sound - fabulous jolly tunes to spur you on through the game. But most important of all there's the gameplay, perfectly ported from the Engine version and a complete winner. The urge to discover what the next level looks like just won't let up until you've finished the game, and even then you'll still be going back for more! PC Kids I and II are two of my all-time fave console games, and this Amiga version IS PC Kid. So stop shuffling about and buy the game just as soon as you possibly can!

TIM BOONE



GRAPHICS	%	96
SOUND	%	92
GAMEPLAY	%	93
VALUE	%	93

OVERALL 93

CVG REVIEW

NES

PLATFORM

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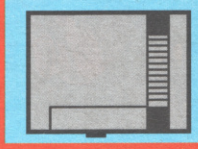
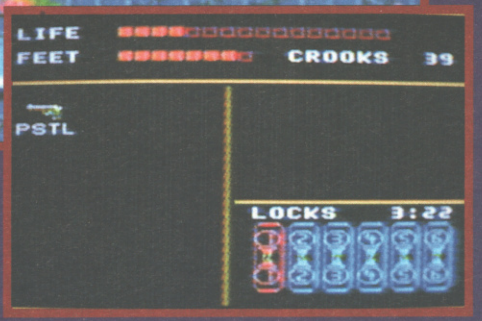


It's Christmas Day and the staff of the Nakatomi Corporation are having their party. Little do they know that a gang of robbers are in the process of ripping off the $640,000,000 worth of security bonds that are stored in the high-security safe. Well, they don't know until the gang, led by Hans Gruber, breaks into their shin-dig on the thirtieth floor and holds them hostage. But what Hans and his cronies fail to realise is that hiding out somewhere in the building is John McLain - police officer and husband of one of the party guests. He's not altogether enamoured at the prospect of his missus' incarceration and decides to try and shut down Gruber's operation - by shooting all of them. Well, what would you do?

It's taken a long time to come, but Die Hard has finally been converted to the NES - and it's a bit of a hoot! Slightly reminiscent of Gauntlet, what with the top-down view and the fact that you've got to run around and kill lots of baddies, but the similarity ends there. Strategy is an all-important factor in Die Hard - make sure you get hold of a radio early on in the game so that you can follow the movements of the baddies and avoiding landing on the same floor as one of the mega-criminals! The game follows the storyline of the film almost to a tee - lots of stills from the movie, crawling through air vents and being found out and shot at by the terrorists - even having your feet ripped to shreds by broken glass, hampering your progress! It may not have the best graphics ever, but Die Hard certainly scores plenty in the gameplay stakes!

CVG 026 **PAUL RAND**

Not really very tidy here is it?



One lock down, 39 crooks to go and oyur feet are looking good.

GET EQUIPPED

McLain begins the game with no shoes and a police-issue revolver. When he kills the baddies, they may or may not drop some equipment that will prove valuable during the game. Such items as sub-machine guns, ammo and radios all contribute to helping John complete his mission and get rid of Gruber.

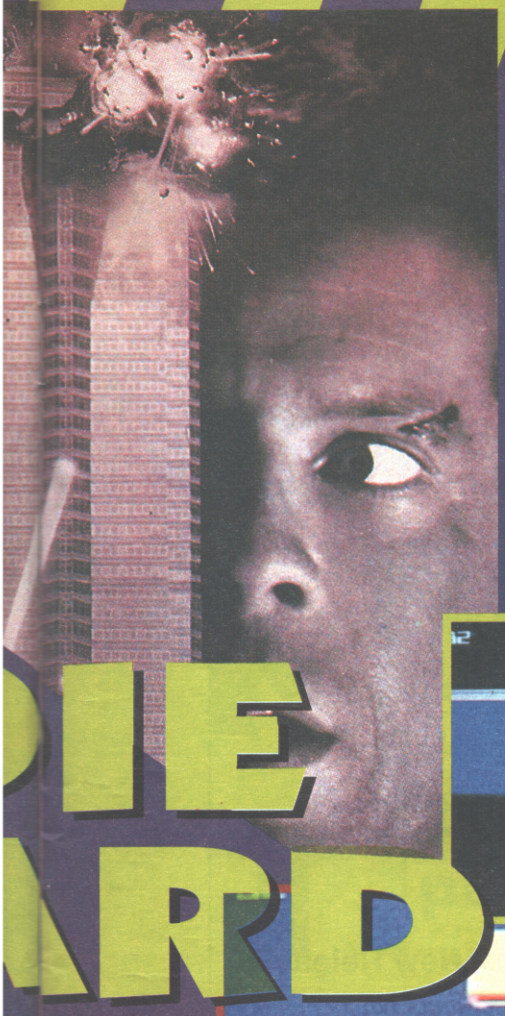
ELEVATOR ACTION

The Nakatomi building is big. And with feet like McLain's, he doesn't want to be tramping up and down stairs all the time. So it's a good job the lift's in good, working order, to carry our crackshot copper between rs. But be careful - gang members might be hiding the lift, waiting to pick you off. Or they may be just tside the elevator, guns at the ready to fill you full of es when the doors slide open!

FINDING YOUR FEET

There are two energy bars to keep an eye on in Die Hard. The first is the normal energy meter which is depleted whenever you get shot. The second, and more unusual - is the Foot-o-meter! You see, John McLain hasn't got any shoes on and, with all those bullets whizzing around, there's a lot of broken glass on the floor. Whenever he steps on these shards, the Foot-o-meter goes down, but luckily there are first-aid kits hidden in rooms which John can use to soothe his torn-up tootsies.

It was my idea for Johnny boy to get the first aid box.

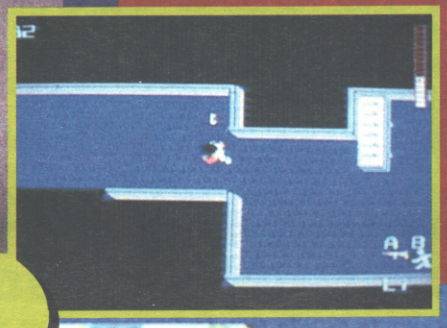


ANYTHING CAN HAPPEN IN THE NEXT HALF-HOUR

This isn't just a battle against the baddies - it's a race against time! In half an hour, the gang will have broken the security code to the safe where the bonds are stashed and, if they get away with the loot, the game is lost. So there you have it - thirty lousy minutes to blast all the members of the gang, get the girl and get out of there. Easy.

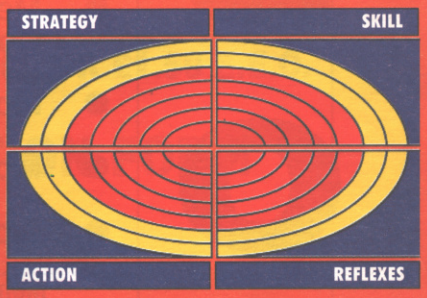
MOVIE MAYHEM

As you may or may not have guessed, Die Hard is based upon the film of the same name which starred Bruce Willis as hard LA cop John McLain. It cost a fortune to make, mainly because of Brucie's large salary and the fact that the special effects men went and created lots of expensive explosions. The sequel, called Die Hard 2 - Die Harder, hit the screens a couple of years ago and again cost a bomb, because that time the FX boys detonated a Boeing 747 jet plane!



I first saw this quite a while ago, and at first glance it looks completely crap - until you pick up the pad and play! There's a really excellent game here, completely hidden by bog-standard graphics and samey sound. Basically, this is the game of the film - and it follows the plot very closely indeed. You can almost feel the tension as you bomb around the building and there's plenty to do with some wicked weapons to pick up. There are some really neat touches too. You'll cack your pants when you hear the elevator ting because that means it's gun central and a shoot-outs on the way! All in all this has to rank one of the best film tie-ins yet, with the quality of the gameplay shining through the dull presentation to lift Die Hard right up there with the best of them. If you're a fan of the film you're going to have kittens, and if you're not you'll still have a well decent laugh! Recommended.

TIM BOONE



GRAPHICS	%	78
SOUND	%	76
GAMEPLAY	%	87
VALUE	%	85

OVERALL 84

CONSOLE

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CVG REVIEW

MASTER SYSTEM

PLATFORM

BY SEGA
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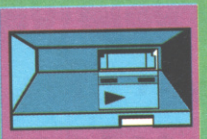


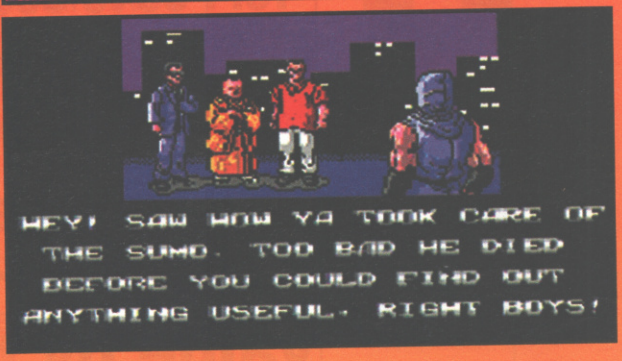
There's nowt so useful as having an ancient band of ninja warriors on hand to look after your country. That's the situation Japan's been in for centuries, guarded by the Dragon Ninja clan under the leadership of Ryu Hayabusa. Mind you, they can't be that good. While old Ryu is out and about, a gang of hoodlums has been in and massacred the entire Dragon Ninja posse! Not only that, the ancient scroll of Bushido has been stolen - and this is no ordinary scroll because its owner can control the world! The fate of the Earth is in the hands of Ryu - and you control him in an eight-level beat 'em up in which you've got to kill lots of baddies, collect lots of items and, ultimately, retrieve that scroll. All in a day's work for a top ninja bloke like yourself.
Or not...

"There's been something of a shortage of good beat 'em ups on the Master System, so it's good to see a cart of the quality of Ninja Gaiden cropping up out of nowhere. It's nothing very special graphically, although it has to be said that the sprites are of above average quality, even if they do verge on the titchy side. The eight levels you'll negotiate are quite tough, with a goodly amount of enemies to smack about, and loads of great items and weapons to pick up and use. An annoying factor of Ninja Gaiden is the continue option - why oh why do games producers put infinite continues in their products? Nobody wants to finish the game at the first sitting - and at thirty quid a throw, Sega shouldn't expect them to. It hasn't got a whacking great name behind it, but Ninja Gaiden should hold its own quite admirably in the cut and thrust of the Master System world!"

PAUL RAND

SMART WEAPONRY WONDERS

Manners maketh man, they say. But Please and Thank You aren't much cop when there's a bloody great enemy stood in front of you. Let's face it: some smart killing gear's going to come in very handy. And in Ninja Gaiden there's a stack of weapons to find and use. Shurikens and Super Shurikens are the most widely available, while the Four-Way Whirlwinds, predictably enough, fire off small whirlwinds in four directions. Fireballs are heat-seeking and home in on on-screen enemies, and Dragonfire not only makes you invincible for a short while, it destroys anybody who comes into contact with it. Make sure you have enough combat points when you use any of the weapons though - they're a bit of a drain.



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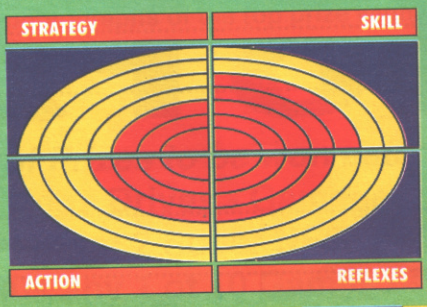

GRAPHICS	%	81
SOUND	%	78
GAMEPLAY	%	83
VALUE	%	80
OVERALL		81

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CVG REVIEW

SUPER NINTENDO

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SHELL-SHOCK! THAT'S ONE FLAT TURTLE!

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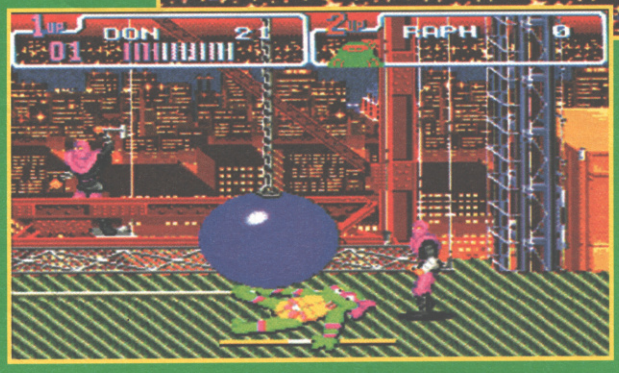
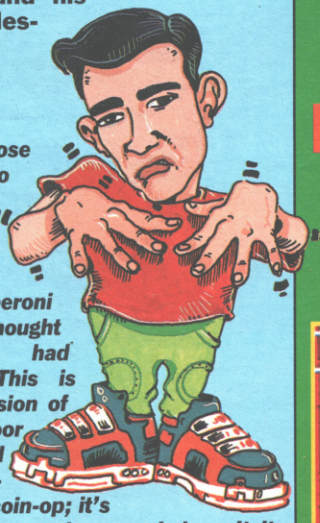
TURTLES IN TIME



NO CONVERSIONS?

When Konami announced that they were producing a Super Nintendo version of Turtles In Time, the CVG boys were less than impressed. 'Oh no, not a conversion of the terminally sad and tragically low quality coin-op of the same name?' was the resounding howl, but how wrong we were! This is, in fact, a version that Konami have written themselves. Thank goodness for that!

The New York crime rate is getting ridiculous these days. I mean, car thefts and break-ins are one thing, but stealing the Statue of Liberty in broad daylight, in front of a television audience of millions, is quite another. Surely no ordinary criminal would dare try that? But wait - this is no ordinary bad guy! This is Shredder, the arch enemy of those heroes-in-a-half-shell, the Teenage Mutant Hero Turtles. After witnessing these terrible events, our amphibian friends have decided that it's time to teach Shredder and his cronies a lesson.



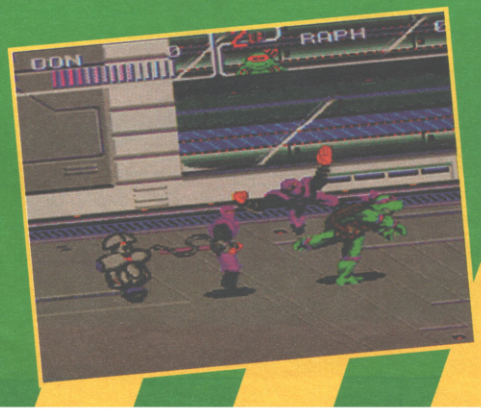
Yes, it's those Ninja/Hero Turtle boys again, fighting for truth, justice and pepperoni pizza, and I thought these guys had burned out.This is not a conversion of the very poor and not at all exciting Turtles in Time coin-op; it's Konami's own version - and doesn't it look grand? Turtles 4 has been given a real cartoony look, and it's very impressive. The sound has also been given the treatment, featuring some really great effects, not least a smattering of superb speech. Sounds good so far? Unfortunately, the whole game trips up on gameplay. Although Turtles in Time is enjoyable enough, it is very easy and will not take you long to finish. Normal mode is a breeze and Hard mode is little more of a challenge. A real shame, because if it hadn't have been for this little niggle, Turtles 4 could have been a smash.As it stands, it joins the already bulging ranks of the could've beens.

CVG 032 **PAUL ANGLIN**

TEENAGE MUTANT TURTLES

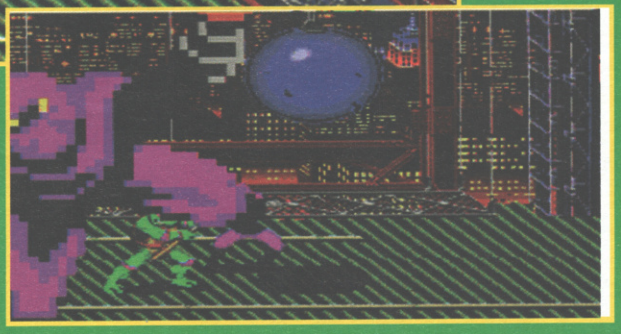
STOMP SHELL

Do you suffer from the 'Oi, you've nicked my power-up' blues? Yes, two-player mode can be a cruel world, can't it? Turtles in Time, however, gives you the chance to do what you've always wanted to - kick seven bells out of your mate! Unlike in a lot of games where this is possible in the actual game, Turtles In Time locks yourself and another Turtle in mortal combat in a separate sub-game!



BAXTER STOCKWELL ISN'T LOOKING VERY HEALTHY!

MODE 7 AHOY! THERE GOES A FLYING FOOT - HURRAH!



ELITE FEET

The Foot Clan is one thing - sorting out the bosses at the end of each level is quite another. Standing in your way is a prehistoric Turtlesaurus, an alligator that zips around at the speed of light, the two mutants Beebop and Rocksteady and, of course, the dreaded Shred-

TEENAGE MUTANT HERO TURTLES 4

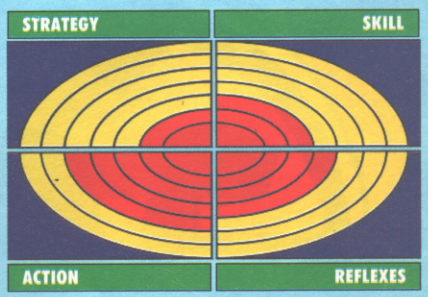
IN TIME

SPECIAL FX

One instantly noticeable thing about Turtles 4 are the incredibly cartoon-like graphics, which really capture the feel of the Turtles perfectly. And, being a Super Nintendo game, it's awash with incredible effects - the most visually stunning of which being when you throw the baddies out of the screen! All you see is this them hurtling towards you - Mode Seven strikes again!

Turtles? Finished? Not if Konami have anything to do with it! Pity they've come up with a rather tawdry product in Turtles 4 - Turtles In Time. Give them their dues, it's not a straight conversion of the diabolical arcade game, but it does have its bad points. Certainly not in the presentation though - Turtles In Time looks absolutely brilliant, with big, colourful sprites and backdrops and the Super Nintendo's graphics chip producing some fine effects, most notably when the Foot go flying toward the screen! Sound is ace too, with lots of thumping soundtracks and spot effects and even speech - although the cry of 'Cowabunga!' at the end of each stage is a tad twee. No, the problem here is the difficulty setting - or rather lack of it. Even on the hardest level Turtles 4 is ridiculously simple and if you don't make it to the end after a few hours play there must be something seriously wrong with you. Turtles In Time should be called Turtles In No Time - 'cos that's how long it'll take to complete.

PAUL RAND



GRAPHICS	%	93
SOUND	%	91
GAMEPLAY	%	64
VALUE	%	60
OVERALL		**63**

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SUPER NINTENDO

PLATFORM

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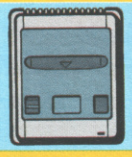


What can you do when eleven of your most favourite sectors of the galaxy have been captured and overrun by weird things? Do you call the Old Bill and demand immediate action? Do you hold up all the traffic and generally make a fool of yourself? Or maybe just sit around, feeling sorry for yourself and talking about the good old days? No of course you don't - you jump into your death-dealin' star-cruiser, put on some thumping rock tracks and take no prisoners. I don't care how cute they are; they're not going to get away with this!

I absolutely loved Parodius on the P.C Engine; the idea of blasting a nice tabby out of the sky really appealed to me. So when I got to grips with this Super Nintendo version, I had very high expectations. Thankfully my demands have been more than met - what little room there was for graphical improvements has been more than filled, and the cuteness rating has been jacked right up for maximum effect. The sounds are really great giving a terrific atmosphere, but the addictive gameplay really makes Parodius stand head and shoulders above the crowd. Okay, so it's nothing original, but it is one of the cutest games I have ever been subjected to, and try as you might, you just cannot put it down. And with ten basic levels - not to mention the Omake level which can be selected on the title screen - there's little chance of doing that for a good while. You can keep your R-Types and other oh-so-serious blasts, 'cos for me, Parodius is the bizz.

PAUL ANGLIN

FLYING IN YOUR SHIP AND WHAT DO YOU COME ACROSS? A SAD VOLCANO, THAT'S WHAT.

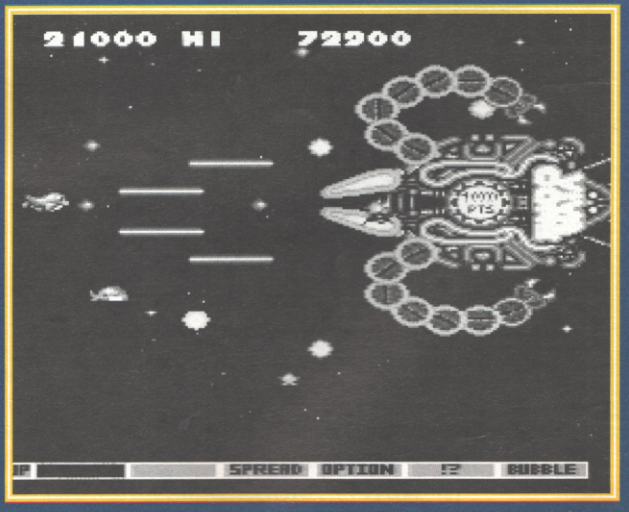
WEIRD OR WHAT?

Most people would expect a shoot 'em up to be full to bursting with rock hard spaceships - in Parodius, nothing could be further from the truth! Vent your anger on an assortment of outrageous enemies, including fluffy yellow chicks, flashing police car lights and even smiley-faced volcanoes that spit out bits of candy-floss!

PARO

SHIPS GALORE!

At the start of the game you're given the option to choose from five different spacecraft, ranging from the standard Nemesis ship to a flying Octopus! Each of these ships has a different sequence of power-ups, and all have their various strengths and weaknesses - some are really good in some situations, while others are about as much use as a chocolate fireguard.



WOT? NO CONVERTS!

The arcade version of Parodius went down a storm, so it might come as something of a surprise to discover that, up until now, the only other version of the game was on the PC Engine. Mind you, after the job that's been done putting the game on the Super Nintendo, we wouldn't be surprised to see Parodius cropping up on sacks of other formats!

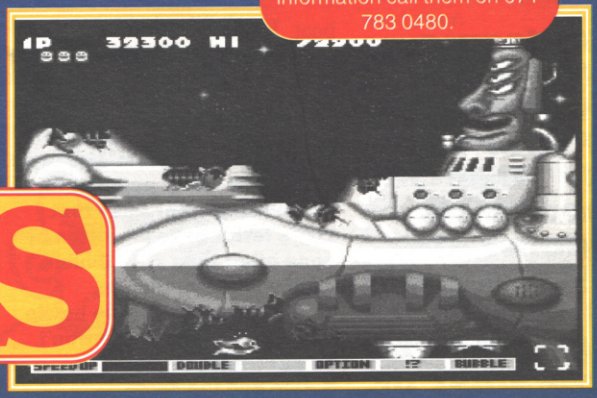
ODIUS

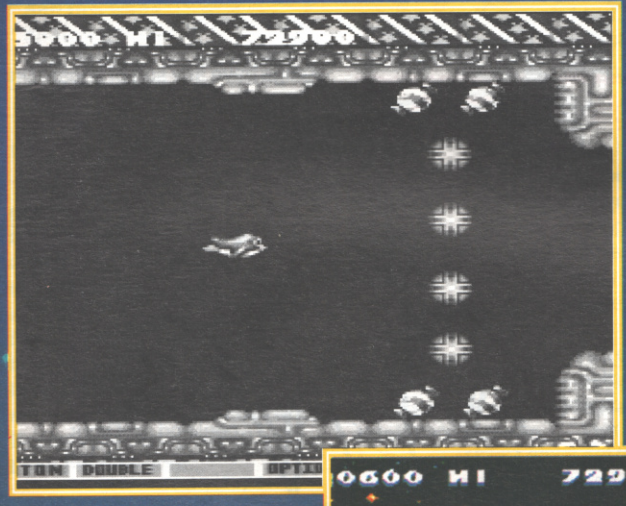
GRAB THE SWEETIES, LITTLE BIRDY!

OOH, THAT'S VERY PRETTY, INNIT!

THANKS...

...to Advanced Console Entertainment and the Electronic Gaming Club for the cartridge used in this review. For more information call them on 071 783 0480.



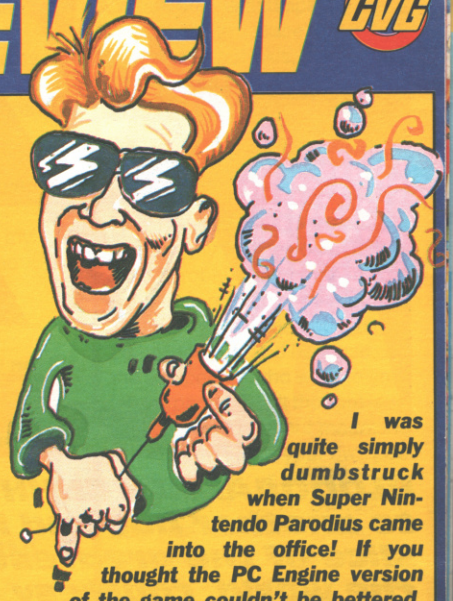


BIRDS AND CATS AND BIRDS AGAIN!

No shoot 'em up would be complete without a goodly supply of end-level baddies, and Parodius is no exception. Don't expect alien terrors or enormous star destroyers though - you'll be taking on such guardians as a parrot with an Achilles belly button and a foxy lady with long but lethal legs. Also out to stop your progress to that next level, is a big bird decked out in Stars and Stripes, a cute kitten on a balloon and an inflatable spiky fish!

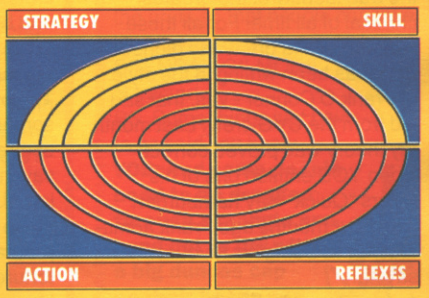
ONLY IN FUN

Remember Nemesis? Well, to say Parodius owes a little to that games, is like saying that there's slight congestion on the French Motorways at the moment. Without that classic shoot 'em up, Parodius would no doubt never have existed. It gets it's name, from the fact that it is a parody of Nemesis - hence the name Parodius - with similar power-ups and level maps but altogether wackier graphics!



I was quite simply dumbstruck when Super Nintendo Parodius came into the office! If you thought the PC Engine version of the game couldn't be bettered, think again - this looks, sounds and, yes, plays like an absolute dream, with stacks and stacks of hilarious sprites and some of the wildest gameplay witnessed in a shoot 'em up. Fans of the Nemesis/Gradius series of games will instantly warm to Parodius because of its similarity to those great blasts, and newcomers will leap at the chance of a blast simply because it is so - weird! Honestly, flying around in a turbo-charged octopus, taking pot shots and cat/balloon combinations?! A challenging feast of fun and firepower, with enough levels and difficulty setting to test the hardest hardman, all combine to make Parodius one of the best shoot 'em ups you can find.

PAUL RAND



GRAPHICS	%	89
SOUND	%	91
GAMEPLAY	%	94
VALUE	%	93

OVERALL 92

YOB'S MAILBAG

BLOOOAAAARRGHHH! Welcome to another hot and hilarious slice of the greatest Mailbag in the world, courtesy of yours truly - the one and only YOB! Reckon you're hard enough to tackle my wit and wisdom? Fire your rubbish away to YOB'S LAFF RIOT MAILBAG, CVG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's £100 for the best of the lot, and bog all for the rest!

SELINA SCOTT

Dear YOB,
Or should I say "Dear Frank"? Why? I hear you cry - because I have been doing some detective work for a while and have revealed the true identity of the greatest criminal of all time! For all these years now, the great and glorious YOB has been writing in the style of Frank O'Connor - yes, that sad lad from the CVG crew. Last month my theory was proved correct when YOB entitled one of his letters "Quick - say hamburger!" Only four months ago Frank admitted that as being his favourite saying!
1. Are you really Frank.
2. Will you ask Sadie out for me?
3. Are you the same YOB as in Mean Machines?
4. Do you remember the hundred quid I lent you last week?
Hedley "Detective" Thorne
Abingdon
(Do not print the below text!)
Dear CVG lads - could you please print the above letter in YOB's Mailbag? Keep up the good work. GO! is an absolute treat! All the best,
Hedley
YOB:
1. So who's writing this page now that Frank's no longer with CVG? Doh! The fact is, you're so stupid you fail to appreciate the blindingly obvious - that YOB's letter page is written by none other than YOB. Double Doh!
2. If you haven't got the bottle to ask her yourself she won't be interested.
3. One and the same.
4. No, but I do recall you need a good kicking.

FAITH BROWN - TOPS

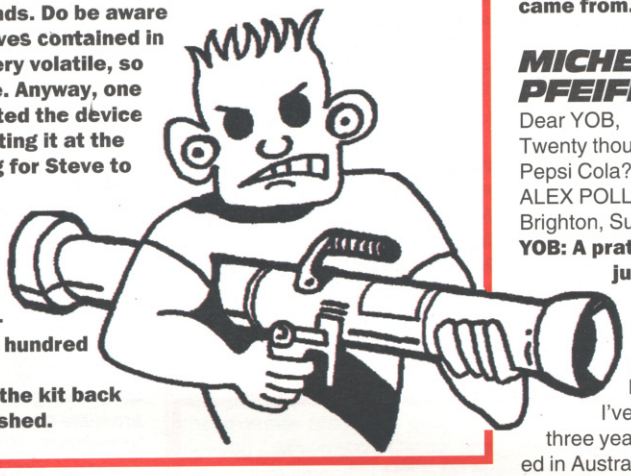
Dear YOB,
AGGHHHH! I hate Marti Caine, have you seen her latest program? Have you? Huh. I can't believe how crap it is. Joker In The Pack hey? More like lots of middle aged cretins trying to redeem themselves from their sad and boring lives, and what better way to do it than to go on national television and make a complete ass of yourself.
The only type of person this would appeal to is someone who spends their weekends at garden centres and crap like that, and dim farmhands who say things like "ooar that there program is a reet larf." Let's face it, when you start laughing at the jokes these guys dish out you're better off dead. The people on this program should be subjected to some form of physical torture, considering the mental torture that they dish out. Having said that though this would make an excellent licence for a video game. You have to mow down the contestants Operation Wolf Style, whilst they fire crap jokes at you and Marti takes the role of the end of level guardian.
PAUL KELLY
Cleveland
YOB: OK, I feel a bit of a laugh coming on: what's the worst programme on telly and why? Write in and tell me! We'll award Yob's stinking sock to the worst of the lot and I'll give away a little sack of software to the best letter of the lot. Fire those laffs off to: SMELLY ON THE TELLY, YOB'S MAILBAG, etc etc.

PRINCESS DI

Dear YOB,
I think that CVG is the dopest, flyest British games mag in the world - no kidding. I love the humour, the previews and the reviews and of course I like YOB's killer insults. Canadian game mags don't have the guts to insult their readers and their humour isn't that great, so that's why I switched to British game magazines or should I say CVG. Here are a few quick questions:
1. Is the Atari Lynx worth the money? A simple yes or no will do.
2. Does Blood Money for the Amiga have any sort of cheats like skipping levels or infinite lives. It has to. What is it?
3. Was the Holostar 2000 really an April Fools prank.
4. Who does your hair?
Thanks for answering my questions.
STEVE SABO
Surrey
Canada
PS I hope you slip on a banana peel and split your hollow head into two equal parts.
YOB:
1. Six months ago I'd have said no, because there just wasn't enough software for the machine. But suddenly Atari have got their act together and are releasing more of titles for the machine - so the simple answer you need is...maybe.
2. Oh dear.
3. Oh dear.
4. The CVG gardener usually has a go with his shears once he's finished with the vegetables. Trouble is, their haircuts

KIM BASSINGER

Dear YOB,
I have a friend who, whilst scratching inside his ear, hooked his finger and got it caught around his optic nerve. Then, trying to remove his finger, he pulled so hard that his eyeball was ripped from his socket and nestled just inside his ear. This gave him a whole new view of the world and, liking the experience, he promptly did the same to the other eye. He became quite ecstatic because now, not only can he give sideways glances without moving his head, if he doesn't like what he hears he just closes his eyes. We've got him locked in the cupboard at the moment. Please send £100 so that we can get him some professional help.
Yours in all seriousness
STEVE CHALLIS
Milton Keynes
YOB:
Dear Steve's friend,
Feeling a little bored and lonely in your padded cell? Never fear, Yob is here. I'm sending you a Do It Yourself bazooka kit hidden inside a birthday cake. The instruction manual's a bit of a bummer, but you should have plenty of time on your hands. Do be aware that the explosives contained in the shells are very volatile, so handle with care. Anyway, one you've constructed the device I'd suggest pointing it at the door and waiting for Steve to arrive. When he does, flick off the safety catch, take aim and fire while shouting: "Bulls-eye, sucker - no hundred quid for you!"
PS Let me have the kit back when you're finished.



never look as good as mine...
PS I'm not saying Canadians are fat, but I went out with one once and they held a sponsored walk around her. Every time she turned over in bed she burned her bum on the lightbulb. Whenever she went sunbathing a load of conservationists would try to roll her back into the sea...

CARON KEATING

Dear YOB,
I am writing to tell you about a cheat for Streetfighter 2 on arcade. This is for all those sad people who find this game hard.
1. Get close to your opponent.
2. Crouch down and push joystick towards your opponent.
3. Still pushing joystick towards opponent use weak punch or kick 3/4 times.
4. Still pushing joystick towards opponent stand up and push throw button.
5. Repeat this method until your opponent is dead.
This is useful for opponents who are blocking.
JAMES GILBERT
Romford, Essex
YOB: I'm writing to tell all of you about a cheat for Jamesfighter
2. This is for all the people who think he's a cretin.
1. Get as close to him as you can.
2. Tell him he's thick.
3. Tell him he's stupid.
4. Tell him he's got a brain the size of a chicken McNugget and he's such a waste of space a pigeon wouldn't even bother crapping on him.
5. Repeat this method until he goes away.

AND HER MOTHER

Dear YOB,
I have a few questions which I hope you can answer.
1. Will there be a Terminator 2 for the Megadrive?
2. If so, when will it be released?
3. I have heard rumours that a WWF game is being released by Sega. Is this true?
4. If so, when will it hit the shops?
GARY ROONEY
Glasgow
PS How about sending me that hundred quid.
PPS Please could you insult my friend Stephen McGowan who thinks you're a boiled egg.
YOB:
1. Yup.
2. It's planned for January next year.
3. Yup.
4. It's also planned for January next year.
PS After priceless info like that?
PPS He's the chicken's ass it came from.

MICHELLE PFEIFFER

Dear YOB,
Twenty thousand cans of Cola.
Pepsi Cola?
ALEX POLLARD
Brighton, Sussex
YOB: A prat by any other name just isn't the same.

JOANNA LUMLEY

Dear YOB,
I've been buying CVG for three years now and I first started in Australia. Recently I moved to a Greek island called Cyprus and I missed one issue of CVG because I thought it wasn't available over here. I was wrong. My point is, if such a small island gets copies of CVG that really proves that CVG is the best. By the way I don't care if you criticise me, just print my letter please. Here's also a poem I wrote:
CVG is the best,
Forget about all the rest.
It's so heavy
I need a Chevy
To toe it home
To write this poem.
It doesn't take ages
To flick through the pages
But where I stop
It's at this spot:
YOB'S MAILBAG!
AKIS THOMAS,
Nicosia, Cyprus.
YOB:
What's this pile of pus?
An island called Cyprus.
A jobbie in the sea,
No use to you and me.
A waste of time and space,
A totally useless place.
Sorry about that Akis,
But Yob likes taking the mickey.

ANDRE AGASSI'S GIRLFRIEND

Dear YOB,
I just decided to write to you to express my feelings on a matter which probably concerns most of your sane readers. This Sega vs Nintendo thing is getting a bit bloody tedious and because of the sad people who write to your letters page (not all though) is spilling over onto your magazine through no fault of your own people new to the console world are becoming turned off. Owners on both side have been fighting it out for too long. These people either made the wrong decision in the first place or are just plain jealous of other people and their machines. I say just be contented with the machine you've got and look at the good points of it (however few they may be). For those people who suffer severe paranoia for their machines and think that Mean Machines have got it in for their machines then I say if the game is said to be crap by the four reviews in your mag then it is crap. Also I wish people would write their real name on their letters instead of hiding behind false ones like "Grunthos the terminally flatulent" and please highlight the star letter so that people can see what to read and take seriously and highlight the prats so that people can take the pee out of them severely.
BRENDAN GILMORE
N Ireland
PS Some things just have to be said you know.
YOB: And some people need to be dragged through a mangle and hung out to dry with a big dunces cap on their heads and sign saying IDIOT attached to their T-shirt. Nobody's forcing you to listen to their views, especially if you're going to whitter on about it endlessly and bore the bits off all of us. Next...

JULIA SOMMERVILLE

Oh dear YOB,
First I would like to say that your section of CVG is the best, and it's the first thing I read when I buy this fab mag. Well anyway, I've got three questions for you to answer:
1. How long does it take for Megadrive to load (start) a game?
2. When Amiga is 16-bit, has more memory, more graphics and better sound than the Megadrive, how come Megadrive games look much faster, smoother and bigger than Amiga games?
3. Why does button C on the Megadrive joypad work as space bar on Turrican I and II on Amiga, when only b button is supposed to work.
LEON NASH
(Real name JAE HO)
Yokogawa Electric Corporation
PS Can you please send me a picture of you signed? If not, a hundred pounds will do.
1. How long will it be before you develop intelligent life?
2. How come you managed to get some spit on your stamp with a question like that?
3. Is this letter some sort of fluke? Did an infinite number of monkeys sit down with an infinite number of typewriters and come up with this?
Answers on a postcard please...

CLAUDIA SCHIFFER

Dear YOB,
Lynxs are brill and anyone who says otherwise are totally sad, including you OK? Because Game Gears are 8-bit (sad or what?) Game Boys well they're so sad they're probably about 1-bit I expect.
EDWARD ASHWORTH
Oakwood, Derbyshire.
YOB: Sorry, did I miss something or are you actually alive?

MICHEALA STRACHAN

Dear YOB,
I am thinking of buying a Super Nintendo but I'm totally confused about which version to get. Looking through the ads in your mag only makes matters worse, with USA Super Nintendos, Japanese Famicoms and UK scart and pal systems for sale. Which if any will play both UK and imported games? Which would you recommend and would I still need a convertor if I buy a scart system? Please help.
D MILLS
Merseyside
YOB: Get youself an official UK Super Nintendo. The box contains everything you need (two joypads, scart connector etc etc) and is fantastic value for money. If you can't hang on for official UK games and want to play imports, get yourself the relevant adaptor from a grey importer - they cost about thirty quid - and play away. Easy, eh?

SUZANNE MIZZI

Dear YOB,
Referring to an article in your last mailbag, are normal computers (with keys) going to die out like the Spectrum? This question crosses my mind because it has happened in the USA. In the USA several problems are happening with computers these are the ease with which games are copied (this will lead to ruin for games companies) loading times and the need to swap disks, the unversatility of systems and the regular faults with them. I am not a computer hater or someone who gets off on a console out of its plastic bag and I know that they have benefits eg spreadsheets, databases, word processors etc but when people strive for a more advanced system and software companies look for the most money to be made what do you think will last?

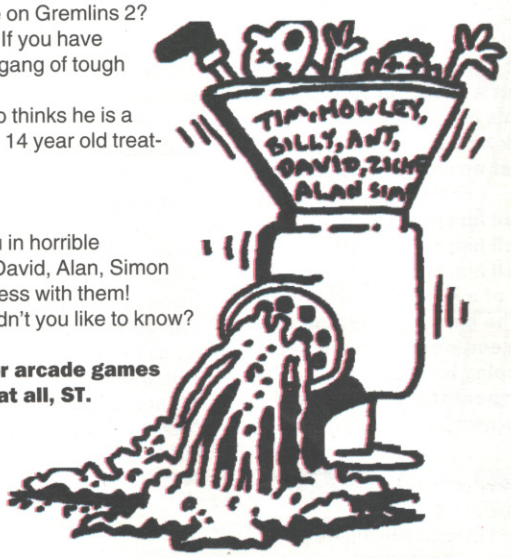
IAN ROGERS,
Stockport.
PS Referring to your mailbag it could do with a few more professional touches, like the rest of your magazine eg decent cartoons and titles which have a little class.
YOB: I looked through this and tried to decide whether there was actually anything here worth commenting on. Sadly there wasn't, because it's the most boring pukepile of a letter in this month's Mailbag and I just had to print it to put you lot through the same torture I suffered. You don't like it? Tough.

PAT OFF EASTENDERS

Dear YOB,
I am a 14 year old boy and I live in Norway. I buy CVG every month because it's the computer magazine that's not so expensive than all the others. I think £1.75 is quite enough for the CVG and GO! are quite good to but not as good as the CVG. But why aren't there any disks on the front cover as on the CU Amiga format? Something else I have got some problems:
1. I don't dare to order from England from computer magazines. But I want me the game callet Afterburner to the computer Amiga 500 plus that I'm crying myself to bed at night, because I don't no where in Norway I can by the game, so couldn't you send me the game or at leest tell me where in Norway I could buy it from. Couldn't you send it to me free please YOB?
2. How can I make a menu to get games in out from an hard drive?
3. Why are you always a punch on every pichure you are on in the CVG. Could you never be dressed like a gentleman you could were a smooching for example. I hope you unterstand my English, because I'm not always following the English lesson at school. A little poetry:
Phantom

ANNE DIAMOND

Dear YOB,
You have been subjected for termination and have only a while to live so answer these questions quick.
1. What is the best home computer Atari ST, Amiga or PC?
2. Will Populous be coming out on the Game Gear?
3. How do you get past the third end of level baddie on Gremlins 2?
Why do you swear at people using words like cr**? If you have answered these questions I thank you but I have a gang of tough 14 year olds who would like to kick your butt because you are a pathetic little wimp who thinks he is a YOB, so which would you prefer, termination or the 14 year old treatment?
ARNOLD SCHWARZENEGGER
Hollywood
PS Why do all these people demand money off you in horrible ways? Oh and by the way Tim, Howley, Billy, Ant, David, Alan, Simon and Ziche would like a hundred quid each. Don't mess with them!
PPS You have stupid laugh. How do I know? Wouldn't you like to know?
(from Howley the hard man)
YOB: 1. For sims and mega adventures, PC. For arcade games and new innovative titles, Amiga. For nothing at all, ST.
2. Very unlikely.
3. With difficulty.
PS I don't need to bother. They talk enough crap on their own.
PPS Ho Ho Ho.



The phantom
Strong, brave
Clever, never he stops...
STOP!
My last word: please help me to get Afterburner to my A500 plus YOB.
BAIRD OLAR OLSEN,
Norway.

YOB:

1. Why can't you use English mail order companies? As long as you choose a good one your money's as safe as houses. As for me giving you a copy, you'd have to be a Norwegian to think I'd do something as stupid as that.

2. First of all you get a hard drive. Then you pick up the manual which comes with the machine. Then you roll it up and start hitting yourself over the head with it until two of your brain cells rub together and something vaguely resembling intelligent life stirs inside your brain.

3. There is a young man named Olsen,
His brain has huge great holes in.
As thick as they come,
He talks through his bum
He's got to be a Norwegian...

VICKI MICHELLE

Dear YOB,
I'm not going to be a stupid mug and ask you for money or nuffin like that 'cos I 'aint like that. I've just got a few questions:
1. You said that Streetfighter II would be released on the Megadrive, please explain.
2. When will Smash TV be released on the Megadrive.
3. Will all you stupid bozos who keep saying that the Megadrive is crap... My Megadrive is better than your Famicom.... Lynxs are better than gameboys etc etc please shut up and enjoy the machine you've got.
4. Can I have some more info on the SF2 film.
CHRIS BEAUMONT
Suffolk

YOB: 1. I've got some sad news on this one. When I wrote that SF2 was coming later negotiations were under way between top software houses. These have now hit a bit of a hitch and the project is looking uncertain. As soon as I hear more I'll let you know.

2. It's planned for November, but may slip back a couple of months. More news as it arrives.

3. What, and ruin a chance to have a perfectly good fight? What's wrong with you?

4. There isn't any at the moment. The japanese film industry is as tight as a crab's ass when it comes to info, but the boys say we'll be doing a special on the movie as soon as we can.

LINDA LUSARDI

Dear YOB,
Recently my grey haired old mum flipped over to Singapore on a cut price sex and sauna holiday. Good for the arteries she reckons! On one shopping trip she brought me a cart for my Gameboy called Game 24 x 1. On it are 24 games including Mario, Elevator Action, Tetris, Pipe Dream, Spiderman, Loderunner, Dr Mario, Space Invaders etc. For this brilliant package my dear old mum paid the pricely sum of $A20. I paid $A50 for that piece of crap Castlevania and all games are between $A20 & $A30. $A50 is about one days pay after tax here and is a lot of money. CDs only cost $A25 and they're coated with gold! How about a bit more concern for the long term development of the industry by the marketers and distributors and a lot less greed! Have you guys ever considered a mail order service via your magazine and you could cut the price significantly? Your magazine is brilliant, really. I've been collecting them religiously since 1985 when I brought a 464 and a copy of Manic Miner. Mario on the Gameboy is my favourite game of all followed by Knight Lore on the Amiga and R-Type on the Sega. Your magazine goes from strength to strength and I'm constantly amazed at the sheer depth of the mag. I do miss Update that's not correct. I'd really like to see a far more dedicated Update section. Up until two years ago CVG provided an excellent chronicle of the development of computer technology as it always has, devolved directly into games technology. Please be honest with your criticisms as these games are far too expensive to waste on a dog. I was really peeved that you gave Castlevania a recommendation. Manic Miner plays more smoothly and is far more enjoyable than that crap. I'll go further and say that if I had to choose between Castlevania, Donkey Kong and Manic Miner, Castlevania I wouldn't even take it if it was free. In fact looking at the excellent packaging of Castlevania I'd say that the box would be 99.999999% of the value of the game! I didn't like Choplifter II either. Thanks again for a terrific mag. I hope you're all multi millionaires 'cos you certainly deserve it! More power to CVG!
RICK DEMPSEY
Western Australia.

YOB: Has it possibly crossed your rather undersized mind that different people like different games? Just because one title doesn't do the business for you doesn't necessarily mean it's crap. Take Castlevania, for example. Some people think it's one of the greatest games they've ever played while personally I can take it or leave it. The CVG boys are careful that each review game is looked at by at least one person so that individual likes and dislikes don't dominate the review and you can be sure that if it gets a good overall, it's a good game. We're also careful to warn people if we don't think it's going to be their cup of tea, but most people have a brain larger than a cherry and can decide for themselves whether they're going to like a game before they buy t. If you're so stupid that you can't understand simple logic like that I suggest you put in for a frontal lobotomy at the earliest possible opportunity because all it can do is a bit of good.

BRIDGETTE NIELSEN

Dear YOB,
I haven't got a console but my big brother has. Could you send me £100 so I can buy one?
ANDREW BLACKWELL
West Sussex

YOB: Of course - NOT!

KATHY LLOYD

Dear YOB,
Congrats on the brill new CVG. It's great! Right, that's enough sucking up from me. I have a few questions that you in all your worldly wisdom could help me with.
1. Will Streetfighter II ever appear on the Amiga?
2. If so, when?
3. Will Commodore ever bring out a multi button system to cope with such games? 5. (What happened to 4? - YOB) What are your top 5 Amiga games?
Well that's it from me keep up the good work.
JOE HAYES
Australia.

YOB:

1. Yes.

2. Christmas, hopefully.

3. Nope, but if the game's good enough somebody else might.

4. What DID happen to 4?

5. Formula 1, BC Kid, Kick Off 2, Sensisoccer, Lotus 3, Stunt Car Racer.

HEATHER LOCKLEAR

Dear YOB,
I would like to start off by saying I love your mag and I turn to listen to your insults the second I purchase your mag, but enough of the boot licking, I would like to ask you some questions:
1. Is there going to be a 32-bit Sega machine coming out in a couple of years called the Gigadrive?
2. If so is it going to be a cartridge or CD machine?
3) Are scart machines usually better than pal ones?

Paul Noble,
Bedfordshire.
YOB: 1. What a quandry you've gotten yourself into. I've had a lot of letters about this, so it's obviously time for His Yobness to put you all straight. The Gigadrive actually turned out to be nothing more nor less than the working title for the Mega CD, although Sega are heavily rumoured to be working on a home console version of their 32-bit arcade system but this won't be around for aaaages. 2. Probably both, but with much greater emphasis on CD. 3. Oh dear, another sad soul who doesn't read the mag properly.

HEATHER THOMAS

Dear YOB,
I am writing to say that anyone who does not like Master Systems can go jump off a cliff for all I care. I own a Master System and I'm proud of it too. Sega Master Systems have some awesome games available for them eg: Donald Duck, Shadow Dancer, Asterix the list goes on and on. Will you please answer my one question? Is Shadow of The Beast any good? Everyone says it is? So will you please send me £100? I need the money to buy more Sega games as my allowance is smaller than Tom Thumbs toenail and I simply must keep buying your radical mag.
Richard Frankiln,
Australia.
YOB: In answer to your one question: I think it's a steaming pile of elephant cack. In answer to your other question: no.

SHARON DAVIES

Dear YOB,
I was reading through last months CVG (on the Streetfighter 2 pages) and I looked to see what it said about Chun Li (my favourite fighter) when I saw the saddest joke I have heard in my entire life. You! No only kidding, the one about Chun Li being called Baberaham Lincoln and as if that joke wasn't crap enough you also copied it from Waynes World. I also can't stop myself from saying that anyone who up to a turd face like you must be some sort of reject from a plastic dildo factory.
Dave Nicholls,
Southend.
PS I know you won't print this because you won't be able to insult me back.
YOB: Judging by the contents of your letter, I won't have to bother...

AND AGAIN

Dear YOB,
First of all I'd like to get it off my chest that the July edition's scouse insulting jokes made my dad laugh his duds off. Right then, let's ask some questions:
1. Will Streetfighter 2 come out on the Amiga?
2. Should I sell my Amiga and get a SNES?
3. Which is the best out of Sensible Soccer, John Barnes European Soccer or Striker?
4. Would you buy John Maddens Football?
5. Are there any good new releases on the Amiga?
6. What's so bloody great about the Amiga 600?
7. Are there any good basketball games on the Amiga as I am sick of seeing a lanky fart running around the court when you have no control over him?
8. For the last time, what is the OUT of the Game Gear, Lynx, Amiga and Megadrive?
PS If you don't print this letter I'll wire your nuts up to the National Grid.
Karl Adcock,
England.YOB:
YOB: Are you sure you don't spell your surname with a silent S?

MERYL STREEP

Dear YOB,
I recently brought myself a Super Nintendo after a lot of thought and decision making. To be quite honest I'm absolutely thrilled with the Super Nintendo. Both Super Tennis and Mario World live up to the amazing amount of acclaim that you gave them and I just can't put the joypad down! However I am not as some might say bias forwards Nintendo and in many ways I think that the Megadrive would've been a better choice. But I'm very pleased with my choice even though my brother knows one of the people who wrote Sonic. Both the Megadrive and the SNES are brilliant machines. It's just that Nintendo won the toss it's as simple asthat.
James Ibbotser,
Oxford.
YOB: Sorry, did I just miss something or was there actually a point to that? Did you intend to solve the problems of the world or come up with the ultimate answer to the universe or something and then just forget to put it in? Or did you simply forget to bolt on your head?

TRACI LORDS

Dear YOB,
I have a U.K SNES and need some answers:
1. When are Final Fight, UN Squadron, WWF, Contra Spirits, Lemmings and Streetfighter 2 released in the UK?
2. When is the SNES CD released?
Jamie French,
Barnet.
YOB: 1. Very soon. Streetfighter 2 will probably be the last of that lot, but it'll be here well before Christmas.
2. Next year.

CARRIE FISHER 10 YEARS AGO

Dear YOB,
You are a 2.5-year-old mental age under-educated wimpo. Why don't you do us a favour and help fight air pollution - take a shower! If your feet were two sizes larger you'd be Bigfoot's brother. When you were born it wasn't a stork that brought you to the hospital it was a short sighted vulture! Oh yeah, congratulations on winning the King Kong lookalike contest last week. By the way, what did you use to cut your hair - a chainsaw?
PS You really stink.
Anmed Al Akber
The Gulf

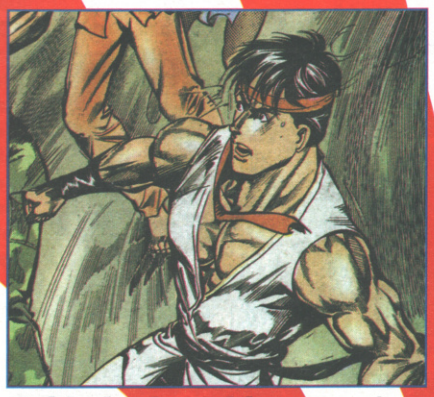
YOB: Have you been standing in front of the mirror and shouting at yourself again? I thought the nurse had told you to stop doing that or she might have to up your dosage and remove your bedpan privilages. Next...

LINDSAY DUNCAN

Yo YOBBO,
My name is Chrissie and you better print my letter because you never print any letters from girls in your mailbag. I think it's because you're scared of us! Now I've got some questions for you.
1. Why is the Megadrive so crap ?
2. Why are the other two Sega machines also crap?
3. Why is the SNES the best console around?
4. Why don't your readers send in their views on the SNES v Megadrive debate?
5. Why have I just eaten my Hamster?
Chrissie Who Hates Sega
Clwyd
1. Because you haven't got one and are trying to justify your crapness.
2. Because you haven't got them either and you're still crap.
3. Because everyone who's got one is great except you - because you're crap.
4. Because they're too busy laughing at you.
5. Because it said you were crap.

SHO-RYU-KEN!!

CVG delivers the goods yet again with an incredible 16-page pullout guide utterly and completely devoted to Super Nintendo Streetfighter 2! Our megadocious FighterGuide contains EVERYTHING you need to know about the game, with lowdowns on EVERY character, how to achieve all their special moves and even a ratings guide to work out what your chances are against the opposition! If that's not enough we've even thrown in a free poster, to provide the biggest Streetfighter package EVER! CVG's never given so much space to one game, but then again there's never been anything like Streetfighter 2. We've been playing for months now and reckon we're among the greatest players in the world - so who better to compile the FighterGuiide to end them all? If you've got a Super Nintendo you've GOT to get Streetfighter II - and if you've got a console you've GOT to get CVG. It's as simple as that! Here's the guide you've all been waiting for, so get ready for Round One and...FIGHT!



RYU ✶ JAPAN

DISCIPLINE: KARATE **DATE OF BIRTH:** 21/7/64
WEIGHT: 150lbs **HEIGHT:** 5' 10" **BLOOD TYPE:** "O"
VICTORY CRIES: "YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE" "YOU MUST DEFEAT MY DRAGON PUNCH TO STAND A CHANCE"

Guided by his master, Sheng Long, Ryu has developed into a finely tuned fighting machine, but not without cost. He has ignored everything in order to perfect his fighting skills - he has no family or friends and roams the planet seeking to quench his ever increasing thirst for combat. Ryu is a patient fighter, gradually working his opponents over until he sees a sign of weakness and moves in for the kill with his devastating Dragon Punch.

SPECIAL MOVES

FIREBALL: By calling upon all of his inner strength and pushing it through his hands, Ryu can create a "HA-DO-KEN" ball of energy. This can take Ryu a few seconds to recover from as it draws a small amount of energy. Using the control pad press ↓ ↘ → in one continuous motion and press any punch button.

DRAGON PUNCH: Muttering the ancient words of "SHO-RYU-KEN" Ryu can strike with the power of a dragon. Catch an opponent with this and it's goodnight sad loser. Using the control pad press → ↓ ↘ in one continuous motion and press any punch button.

HURRICANE KICK: When he spins into the air Ryu can create a small but deadly hurricane by saying the words "TATSU-MAKI-SEN-PU-KYAKU" and can catch opponents with sharp kicks thanks to this sudden speed. Using the control pad press ↓ ↙ ← in one continuous motion and press any kick button.

PLUS POINTS: + Fast, agile + Throwing +good special moves

MINUS POINTS:- Not powerful - Special moves difficult.

KEN ✶ U.S.A.

DISCIPLINE: KARATE **DATE OF BIRTH:** 14/2/65
WEIGHT: 169lbs **HEIGHT:** 5' 10" **BLOOD TYPE:** "B"
VICTORY CRIES: "ATTACK ME IF YOU DARE I WILL CRUSH YOU" "GET UP - IT'S TOO EARLY FOR YOU TO BE DEFEATED"

SPECIAL MOVES

FIREBALL: By calling upon all the powers of Sheng Long through the ancient cry of "HA-DO-KEN" and channeling them through his hands, Ken produces a ball of pure energy which puts paid to all before it. Using the control pad press ↓ ↘ → in one continuous motion and any punch button.

DRAGON PUNCH: Shouting the ancient war cry "SHO-RYU-KEN" (Ryu/Ken - geddit?) Ken leaps into the air in one devastating move. After years of practice Ken has finally mastered this technique and can unleash it with the speed of light. Push → ↓ ↘ in one continuous motion and then press any punch button

HURRICANE KICK: As he spin into the air muttering the magic words "TATSU-MAKI-SEN-PU-KYAKU", Ken spins into a frenzied kick with unrivalled speed. Push the control pad ↓ ↙ ←then any kick button.

PLUS POINTS + Slick + Strong + Cool special moves

MINUS POINTS - Special moves difficult - slow defence

Ken is the second and last pupil of master Sheng Long. He's a brilliant athlete and he knows it. Ken's superb fighting skills have only added to his already hue ego and everyone is constantly reminded how wonderful he is. However, Ken's fighting talents have been put on the back burner rder to concentrate on his squeeze. Trouble is, a challenge from his arch rival Ryu has stirred his fighting spirit and he's back on the case. He loves to show off during a fight and often stands over his victim laughing.

HONDA ✶ JAPAN

DISCIPLINE: Sumo **DATE OF BIRTH:** 21/7/1960
WEIGHT: 304lbs **HEIGHT:** 6' 2" **BLOOD TYPE:** "B"
VICTORY CRIES: "CAN'T YOU DO BETTER THAN THAT?" "IT'S NATURAL FOR A SUMO WRESTLER TO BECOME THE WORLDS STRONGEST."

From the moment he was born, Honda was trained to join the giant world of the Sumo wrestlers. Inevitably he rose straight to the top of the pile and was given the title of "Yokozuna" - Grand Champion. Very pleased with this accolade he was shocked to learn that the rest of the world still doubted the superiority of the Japanese Sumo Wrestler. Consumed with rage Honda entered the tournament hell bent on making the world sit up and take notice of his skills. For a man of his size, Honda is very nimble and quick on his feet.

SPECIAL MOVES

HUNDRED HAND SLAP: After many years of dedicated practice Honda has managed to build up the speed of his punches to such an extent that his hands become merely a blur. If used effectively this could soon have any opposition begging for mercy. Press any punch button rapidly.

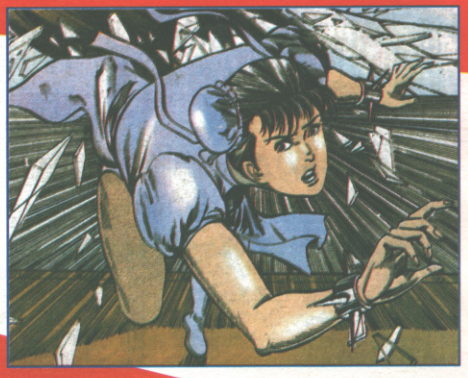
KILLER HEAD RAMS: Using the immense strength in his legs Honda can propel himself forward, head first like a human cannonball, and destroy anything foolish enough to get in the way. Press the control pad ← hold it for two seconds then press → and any punch button.

PLUS POINTS + Immense strength + Uses weight to his advantage + Strong "Bear hug " like grip + Good at ramming.

MINUS POINTS - A bit on the slow side - Not very good at long range attacks- Not very agile.

CHUN LI ✶ CHINA

DISCIPLINE: KUNG FU **DATE OF BIRTH:** 1/3/68
WEIGHT: " ? " **HEIGHT:** 5' 8" **BLOOD TYPE:** "A"
VICTORY CRIES: "I AM THE STRONGEST WOMAN IN THE WORLD" "THERE IS NO CHANCE FOR YOU TO BEAT ME - CHALLENGE SOMEONE ELSE"



Well fit beauty Chun Li is none too fussed about the personal glory of winning the tournament. Instead she's been tracking the movements of a secret international smuggling operation known as the Shadoloo, and her investigations have led her to the tournament. Now it looks as though the grand masters may be behind the murder of her beloved father. Opponents often underestimate her skill. Stunned by her beauty, they can be flattened by her nifty footwork!

SPECIAL MOVES

SPINNING BIRD KICK: Not to let her male counterparts get the better of her, Chun Li has developed her own version of Ken and Ryus cyclone kicks. This is as confusing as they come because she turns upside down to deliver it! Push Down on the joypad hold for two seconds and then push up and any kick button.

HUNDRED FOOT KICK: After a long training time and a lot of effort, Chun Li's kicks are now so fast they become just a blurr. Devastating if used at the right time. Repeatedly push any kick button.

PLUS POINTS: + Fastest fighter + Very agile+ Good in the air.

MINUS POINTS - Not strong - Poor stun recovery.

BLANKA*BRAZIL

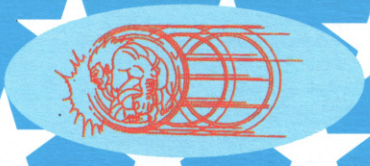
DISCIPLINE: BRAWLER **DATE OF BIRTH:** 12/2/66
WEIGHT: 218lbs **HEIGHT:** 6'5" **BLOOD TYPE:** " B "
VICTORY CRIES: "SEEING YOU IN ACTION IS A JOKE" "NOW YOU REALISE THE POWERS I POSSESS"

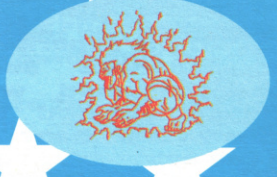
Blanka's past is shrouded in mystery. It was rumoured that a half man half beast had been sighted throughout the Brazilian rainforests, but no firm evidence arrived until the day Blanka stepped out of the shadows of the rainforest into the cities of Brazil, challenging anyone courageous enough to take him on. Blanka's sheer aggression and incredible special moves make him a force to be reckoned with.

SPECIAL MOVES

ELECTRICITY: Blanka's most fearsome tactic is one he learned from electric eels. When he so wishes Blanka can channel one thousand volts through his skin and shock anyone stupid enough to try and grab him. Press any punch button rapidly

ROLLING ATTACK: Blanka can roll himself into a ball and launch himself at an opponent with incredible speed. A devastating move which is almost unstoppable. Press → hold it for two seconds then press ← and any punch button.





PLUS POINTS:+ Vey aggressive + Very fast + Very powerful.
MINUS POINTS:- Not much in the way of jumping attacks.

ZANGIEF*RUSSIA

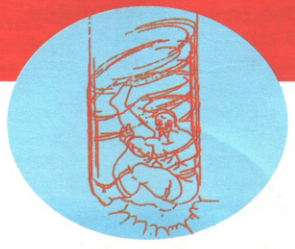
DISCIPLINE: WRESTLING **DATE OF BIRTH:** 1/6/56
WEIGHT: 256lbs **HEIGHT:** 7'2" **BLOOD TYPE:** " A "
VICTORY CRIES: "MY STRENGTH IS MUCH GREATER THAN YOURS" "THE NEXT TIME WE MEET I'M GONNA BREAK YOUR ARMS!"

It is commonly believed that Zangief entered the competition out of his fierce respect for his country, but this is not entirely true. Like any Russian Zangief loves his country, but also he loves to stomp heads. He also wrestles bears for a laugh.
Fear? Zangief doesn't know the word, and has no bones about walking straight into a punch as long as he can grab his opponent and finish them off with a devestating spinning pile driver.

SPECIAL MOVES

SPINNING CLOTHESLINE: Adapted from his idol, Mike Haggar, Zangief just sticks out his arms and spins around. Any attempt to survive this will be short lived. Press all three punch buttons together.

SPINNING PILEDRIVER: The big Russian was impressed with the destructive powers of the standard pile driver and decided to add his own little twist, literally. Get caught by this and you'll wind up a permanent part of the pavement. Using the control pad do a 360 degree turn and then press any punch button.



PLUS POINTS + Enormous strength + Devastating moves.
MINUS POINTS - Very slow - A bit thick.

GUILE*U.S.A.

DISCIPLINE: KARATE **DATE OF BIRTH:** 23/12/60
WEIGHT: 191lbs **HEIGHT:** 6'1" **BLOOD TYPE:** "O"
VICTORY CRIES: "ARE YOU MAN ENOUGH TO FIGHT WITH ME?" "GO HOME AND BE A FAMILY MAN"

Guile is a Vietnam veteran, even though he was just a few years old at the outbreak of the conflict. Well anyway, he and his co-pilot Charlie were captured and taken to a prisoner of war camp. After a long imprisonment Charlie and Guile decided to try and break out, and in the periless trek which ensued Charlie was killed and Guile has been fueled with vengeance ever since.

SPECIAL MOVES

SONIC BOOM: By whipping his arms through the air Guile can create a momentary flash of energy which flies through the air and stuns anyone unfortunate enough to stand in its path. Hold the control pad ← for two seconds then hit → and any punch button.

SOMERSAULT KICK: Similar to the Sonic Boom. By performing a lightning quick backflip, Guile is able to produce a wall of energy devastating to anyone in its path.
Push ↓ hold for two seconds and then push ↑ and any kick button.

PLUS POINTS + Pretty quick + Great special moves.

MINUS POINTS - Not very defensive - Moves cumbersome.

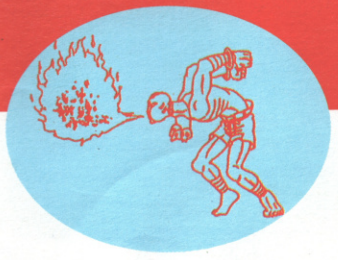
DHALSIM*INDIA

DISCIPLINE: YOGA **DATE OF BIRTH:** 22/11/52
WEIGHT: 107lbs **HEIGHT:** 6'1" **BLOOD TYPE:** "O"
VICTORY CRIES: "I WILL MEDITATE AND THEN DESTROY YOU" "NOW YOU'VE REALISED THE INNER MYSTERIES OF YOGA"

SPECIAL MOVES

YOGA FIRE: By accessing energies deep within his soul, Dhalsim can breathe out a ball of flame guaranteed to burn up anyone who gets in its way. Using the control pad press ↓ ↘ → in one continuous motion and then any punch button.

YOGA FLAME: By the same method as Yoga Fire, Dhalsim can put up a defensive shield of flame while in retreat



PLUS POINTS + Excellent long range attack + Good defence via the Yoga Flame

MINUS POINTS- Not very strong - No outstanding moves

All of Dhalsim's life has been based around his mind and body becoming one through the mysterious powers of Yoga. He is now nearing his goal, but must test his skills to the full if he is to reach a greater state of Oneness. His great strength is his high level of patience. From a distance he just waits for the right moment to attack and then slowly wears his opponents down.

BALROG★U.S.A.

DISCIPLINE: BOXING **DATE OF BIRTH:** 23/7/1958
WEIGHT: 250lbs **HEIGHT:** 6' 1" **BLOOD TYPE:** " A "
VICTORY CRIES: "MY FISTS HAVE YOUR BLOOD ON THEM" "HEY, WHAT HAPPENED? I'M NOT THROUGH WITH YOU YET"

Balrog's main reason for entry into the competition is that he's now banned from boxing for being too brutal, and wants to win the tournament in vicious style as a statement to the current Boxing world champion. Balrog loves to pound his opponents with his many different punches, has no patience at all and just steams straight into everyone. Before they know what's going on, they're on the floor.

SPECIAL MOVES

DOUBLE STRENGTH TURNING PUNCH: Used mainly when the opponent is stunned. Balrog turns his back, measures the punch and delivers a devastating straight on the turn. Hit him before he hits you.
DASHING STRAIGHT PUNCH: When he's a fair distance away Balrog sprints towards his opponent, winds up the punch and, when he's within range, lets fly with a devastaing straight. Very hard to defend against, but a well placed kick can stop him in his tracks.
DASHING UPPERCUT: Exactly the same as the Dashing Straight Punch, but an uppercut and a tad more powerful. Crouch and kick low to defend.

PLUS POINTS + Very strong uppuer cut punch + Not hindered by orthodox Boxing rules.

MINUS POINTS - Cannot grab opponents because of Boxing gloves.- Low I.Q.

SAGET★THAILAND

DISCIPLINE: KICK BOXING **DATE OF BIRTH:** 27/8/59
WEIGHT: 210lbs **HEIGHT:** 7'2"(!) **BLOOD TYPE:** " A "
VICTORY CRIES: "YOU ARE NOT A WARRIOR, YOU ARE A BEGINNER" "I AM NOT SATISFIED TILL I HAVE THE WORLDS STRONGEST TITLE AGAIN"

Sagat was hailed as the greatest fighter ever, until he got dusted by Ryu two years ago. Refusing to accept defeat, Sagat entered the second tournament to regain his well and truly battered pride. A relentless fighter, he attacks with great speed and determination and patiently waits for a mistake from his opposition. Then he strikes - hard.

SPECIAL MOVES

TIGER SHOT: Sagat's version of the Ken and Ryu fireball. Channeling all his emotion through his hands and a crescent shaped wave of energy, he flies through the air and woe betide whatever's in the way and not ready with a quick fist in his face.
TIGER UPPERCUT: From a crouching position, Sagat launches himself into the air with his arm extended. If you're on the receiving end of this you can say godbye to any teeth, unless you're ready with a jumping kick.

PLUS POINTS + Very agile, ducks and dives like a spring bean.

MINUS POINTS - Medium strength and speed.

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STREET FIGHTER II

VEGA*SPAIN

DISCIPLINE: UNKNOWN **DATE OF BIRTH:** 2/8/62
WEIGHT: 180lbs **HEIGHT:** 6'2" **BLOOD TYPE:** "A"
VICTORY CRIES: "HANDSOME FIGHTERS NEVER LOSE BATTLES" "THANK YOU FOR A GORGEOUS TIME"

A former matador, Vega decided that he was getting too good at keeping the bulls at bay - so he set about challenging the greatest fighters in the world to try and hone his skills further. His main attack point is his sheer speed and agility. He loves to hold back on opponents and hurl himself upon them, sometimes clinging to the wire mesh which protects the spectactors from the action.

SPECIAL MOVES

ROLLING CRYSTAL FLASH: With typical speed, Vega rolls towards his opponent and, with his knife claw out, delivers a terrible thrusting attack. Jump backwards and kick him in the face on the way out.

IZNA DROP: Vega climbs the surrounding wire fence and jumps off the top with both arms fully outstretched, ready to inflict maximum damage. Difficult to defend against, but a well-timed uppercut can work wonders.

PLUS POINTS + Very fast + Uses deadly 12" long " finger blades "

MINUS POINTS - Very vain, hence the face mask - Thinks he's still in the bullring.

BISON*THAILAND

DISCIPLINE: SHADOW **DATE OF BIRTH:** 24/9/57
WEIGHT: 220lbs **HEIGHT:** 6'5" **BLOOD TYPE:** "O"
VICTORY CRIES: "GET LOST, YOU CANNOT COMPARE WITH MY POWERS"

From an early age, Bison has trained in the mystical skills of The Shadow, but not much is known of this age-old and violent art. All of Bison's Sensais were massacred in an attempt to destroy the art, but he has entered the tournament to show its strength and superiority to the world. Bison's advantages are extreme speed and narrow mindedness. Expect no forgiveness for mistakes

SPECIAL MOVES

PSYCHO CRUSHER: Without a doubt the most flamboyant move in the whole game. Bison calls upon the energy of the Shadow masters and forms an aura around his body as he flies headfirst toward his opponent. Impossible to block, the only way to avoid this is to jump it.

FLYING HEAD PRESS: Launching himself into the air, Bison comes down on his opposition's head and attacks with a flying butt. Can be very costly but if you see it early enough it's pretty easy to block.

DOUBLE KNEE JERK: Bison's fiercest move. A flying knee to the stomach followed by a knee to the head. Very energy consuming and its sheer speed means that it's difficult to defend against.

PLUS POINTS + Posseses one of the most powerful special moves + Very fast + Some moves are impossible to block.

MINUS POINTS - Medium strength .

	RYU	KEN	CHUN LI	GUILE
RYU		4 / 4	5 / 4	3 / 2
KEN	4 / 4		5 / 4	3 / 2
CHUN LI	5 / 4	5 / 3		4 / 2
GUILE	5 / 3	4 / 3	5 / 3	
BLANKA	5 / 3	4 / 2	4 / 2	4 / 1
HONDA	3 / 2	3 / 1	2 / 1	2 / 1
ZANGIEF	3 / 2	3 / 2	4 / 4	3 / 1
DHALSIM	4 / 3	4 / 2	4 / 3	5 / 1

STREETFI

COMBAT GUIDE

IGHTER II

	BLANKA	HONDA	ZANGIEF	DHALSIM
	3 / 2	5 / 5	5 / 4	4 / 3
	3 / 2	5 / 5	5 / 4	4 / 3
	4 / 3	5 / 4	5 / 4	5 / 4
	3 / 2	5 / 4	4 / 3	5 / 4
		5 / 4	5 / 4	3 / 3
	2 / 1		4 / 2	3 / 2
	4 / 2	5 / 4		3 / 3
	3 / 2	4 / 2	2 / 1	

CVG STREETFIGHTER FAVES

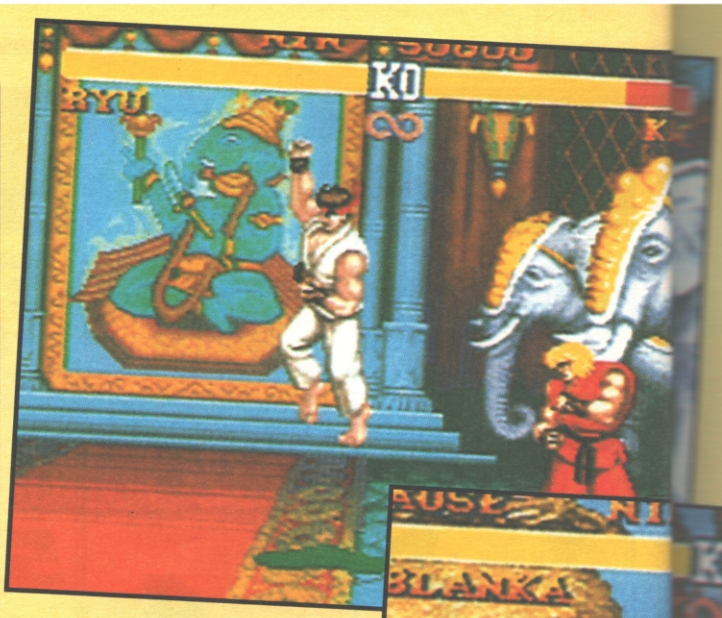
TIM BOONE: Chun Li's the tops because she's fast as lightning and to see the look on people faces as a GIRL leaps about and kicks the crap out of them is a right old laugh!

PAUL RAND: Ryu's fab because he's got great special moves and if he was a bit taller, had strawberry blonde hair and didn't wear that karate outfit all the time he'd look a dead ringer for me...

PAUL ANGLIN: Guille's the greatest because he's a rock hard boyo and gets to fly F-16s when he isn't kicking heads. Also, he ponces about with his hair all the time - just like me...

JON BILLINGTON: Zangief's top man because he grunts a lot and doesn't mess his pants when he's in on a good scrap. He's a miserable old get who doesn't take any crap and that's why he's fab.

JAZ RIGNALL: Blanka's top boy because his special moves are the business. He's also got far too much hair and the ability to switch off his brain whenever he wants, just like me on a motorbike...



GOING! GOING! GONE TO A SAD MAN!

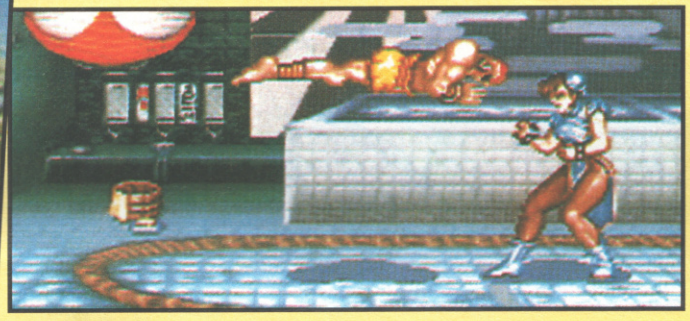
Here's a true story. You probably won't believe the sadness involved, but it's true anyway. When Streetfighter 2 first came out, one dealer decided to AUCTION his last copy of the game from the first batch. The bidding started at a hundred quid. Did he hear a hundred? Course he did. A hundred and ten? A hand went up. One hundred and twenty? Another hand. One twenty five? And another. One hundred and thirty. The hands still go up. One hundred and thirty five? They're still up there. ONE HUNDRED AND FORTY POUNDS was what he got for the cart, and some sad sucker actually paid it because he couldn't wait ONE WEEK for new stocks to come in. Told you you wouldn't believe it, but it's perfectly true. Let's face it: for that much money you'd expect Chun Li to take you out on a top date AND pay for the best cinema tickets in the house...

BLOODY AND BRILL

Rumours swept the console world that console were going to tone down the blood in the US and UK versions of Streetfighter 2, but it's still there in the US version and all the signs are that it won't change for the official UK version too. Thank Zangief for that!

YANKS A BUNDLE!

If you can't wait for the Official UK version of Street-fighter 2, make sure you buy the American version of the game. For a start, the instruction manual is in English and it's one of the best there is. Second, all the in-game text is in English and it's a bit of a bum-mer when jap words come up at the end! Third, you can still use the game with your jap adaptor. Fourth, and best of all, it's cheaper! Some grey importers are charging around £65 for the game - a damned sight better than the hundred quid the Jap cart first came in at! Yowser!



CENSORSHIP CENTRAL!

Experts like us will notice that there are one or two differences between the Jap and American versions of the game, mostly on the backgrounds. On Ken's stage on the Jap cart, the bloke furthest right on the boat is involved in some seriously suspect five-finger activity, but it's CHANGED in the American version to make it look like he's playing with his belly button! What he actually looks like is a bloke with his arm stuck on the wrong way round, and it's so funny to watch it can even put you off your game!

CHAMPION CHEATS AHOY!

Here's the megacheat which allows you to set up fights involving the same characters - just like the Championship Edition of the arcade game! If you don't know this one already you must be a bit of a sad case, but we won't hold it against you and here's the stuff you need to know:

Switch on the machine and the second the Capcom jingle starts press DOWN, RIGHT, UP, LEFT then Y, B, X and A. You have to do this while the Capcom logo is still on the screen and you'll know when you've got it right because you'll hear a little jingle and the options screen will turn blue. Now you and a pal can choose the same character and scrap away with no chance of the losing saddo blaming his charcater for his lack of hardness. Hurrah!

WIN A SNES AND STREETFIGHTER 2! WE'RE GIVING AWAY FIVE GAMES!

So there you have it, the greatest console game EVER gets the CVG treatment as only we know how. Still dazzled by its sheer brilliance? So are we. And the best news is this: you're still only halfway through the bloody mag! How DO we do it, eh? How do we cram so much stuff into the world's greatest games mag and STILL manage to top ourselves time after time?

Well, we've done it again because here's your chance to WIN a copy of the game, courtesy of us! That's right, we've got F.I.V.E. spanking new copies of the games and we're just going to give them away to the lucky people who can describe the best posssible scrap between two of the characters! Best of all, we'll even throw in a brand new SUPER NINTENDO for the best entry of the lot!!

Just let your imaginiation run riot, pick any two characters and tell us what happens as they FIGHT! Remember though, nobody gets seriously duffed up in the game, so don't make it stupidly violent. What we want is a good old time reading about those megascraps, and you can even use diagrams if you want. So get on those thinking caps and fire off those entries to: MY TROUSERS ARE EXPLODING BECAUSE I WANT STREETFIGHTER 2! COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date for the compo is September 14, so stop muckin' abaat and get on the case - NOW!

All the usual CVG rules apply which means anyone can enter as often as they like provided they're nothing to do with EMAP, especially not Paul Rand's little brother because he's already had a go on Tim's copy which Randy blagged for the weekend and he's a bit of a spawny get really. The Editor's decision is Final, although we throw a good old strop if we don't agree and sometimes he gives in but not often and there's no way on earth we're going to take phone calls from bad losers or sad whingers like Morris Reid and his brother Ian who live near Leicester and win this month's Super Sadness Award for wasting our time and having identical haircuts, both of which are completely crap. Streetighter 2 is the greatest console game of all time and you if you haven't played it you don't know what you're missing. Why on Earth are you still reading this? Get scribbling!

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VISA Access

CHEAT MODE

Roll up! Roll up! Gather round, ladies and gentlemen, and be amazed at the wonder which is the all-new Cheat Mode! We've got tips! We've got hints! We've got cheats for one and all in the brightest and best tips section in the world! We've had quite a lot of marvellous cheats this month, and it is with great pleasure that I introduce them to you. But as always, I want more. Call me greedy, call me selfish, call me Elephant and Castle's answer to Elvis, but I need those tips! And maps! And solutions! Anything new and fab will be gratefully received, and if it's really good you'll get ONE HUNDRED AND FIFTY POUNDS worth of games! So send all your stuff to: **PAUL RAND'S BRIGHTON OR BUST CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU** and you could be the spawny so and so who walks off with the lot! I thank you.

SUPER NINTENDO

Zelda 3

A large and sprawling RPG that lots of people are stuck in. But not for long, once they get alook at this useful guide to the items!

SHOVEL - In the dark world go to where the boy playing the flute was in the Light World. He will be on his tree trunk where he will give you his shovel.

FLUTE - When you have the shovel go UP and LEFT from the tree trunk (Light World) - now dig around and you will get the flute.

HAMMER - This is in the large chest in the first Crystal Palace in the DarkWorld.

LAMP - The easiest of the lot in the small house at Links House.

NET - The ill girl in the village who is lying in bed will give you this.

ICE WAND - This is in the cave of the east lake Hylia. Near the cave entrance plant a bomb two or three inches to the LEFT. The wall will blow up - go in for the wand.

FIRE WAND - In the large chest in the third crystal palace in the Dark World

FLIPPERS - You can buy these from the sea creature for 500 rupees.

HOOK SHOT - In the second Crystal Palace in the large chest in the Dark World.

BOTTLE - Buy this from the man sitting in the middle of the village.

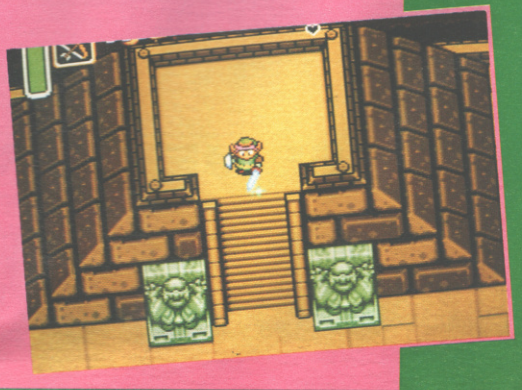
MEDALLION - There are two different medallions in this game - Esther and Quake. Esther is across the top-left bridge on the mountain cave. Use your green book to translate the stone writing. Quake medallion is in the top -right hand side of the Watefall of Wishing in the Dark World. Throw an item into the Ring of Stones and get the Quake from the sea monster.

MAGIC DUST - The witch gives you this when you give her the mushroom which is in the lost woods.

BOOK - In the library. Charge at the book case and it will fall off.

MIRROR - The man who you guide through the mountain caves will give you this.

BOW AND BOOMERANG - Both inside the castle at the beginning of the game.



TOP GEAR

Loads of monsterously hot passwords for Kemco's conversion of the ace Lotus Esprit car thrash from Gremlin! Take a bow, Andrew Bartlet of Essex!

USA:	SCANDINAVIA:
NO PASSWORD	ROAD HOG
NO PASSWORD	LETS RACE
NO PASSWORD	CARACLOE
S.AMERICA:	**FRANCE:**
MOONBATH	EMULATOR
FOUR MEG	ALCHEMY
EDUCATED	EPYLLION
JAPAN:	**ITALY:**
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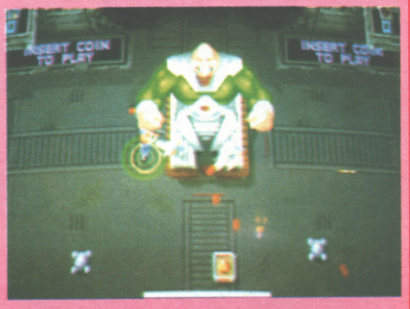


Here is a quite incredible bunch of extra commands that George Nagata has dug up from the bowels of the brilliant Smash TV! Give 'em a spin, why don't you?
On menu screen (1p 2p skill) hit: **[RIGHT ,RIGHT ,UP ,DOWN, <R>, <L>, START]** for stage select. **[D, <R>, <L>,U]** for extra lives & continues. **[<L>, <R>, <L>, <R>]** for sound test.

FINAL FIGHT GUY

So it might be a total waste of time if you've already got the original Final Fight, but anyway here's a cheat from guess who - yup, jolly George Nagata!
On stage four walk UP and DOWN in front of the white dog for extra energy.

SUPER FORMATION SOCCER

Want a sound test? Want it off George Nagata? You got it! On the title screen hit **R, Y** and **SELECT** together. Ending enter password **U ,U, R, U, D, R, R,D, L, U, L, D.**

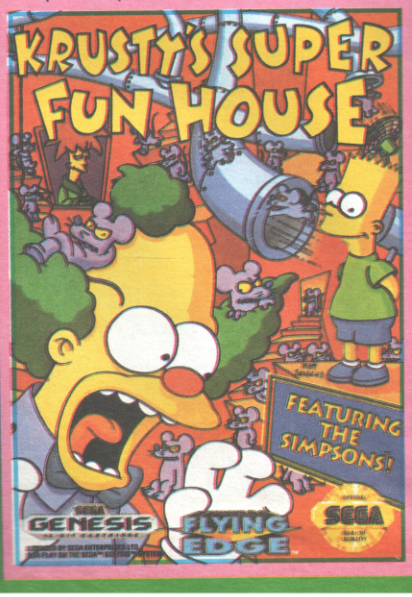
THUNDER SPIRITS

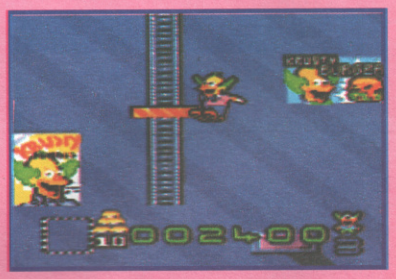
Just a quickie from George Nagata for the game that is actually Thunder Force! For lurds of fab extra credits, rapidly tap B on the title screen.

CHEAT MODE

KRUSTYS SUPER FUNHOUSE

Andrew Bartlet again, and this time he's got some roistering codes for this top Simpsons spin-off!





LEVEL 1 HI KIDS
LEVEL 2 BART MAN
LEVEL 3 SMITHERS
LEVEL 4 SNOWBALL
LEVEL 5 JEBEDIAH

GOLDEN AXE

Try the following cheats, sent in by Gary Masson of Humberside, for Golden Axe laffs ahoy! In character select, press DOWN-LEFT, B and START for extra livesIn character select press DOWN-LEFT, A, C and START for nine credits!

GOLDEN AXE II

Here is a level select cheat from dapper Dutchman Tim Jongman, who's dying to tell you all about it and who am I to stop him?
When the game starts hold down A, B, and C but keep holding A. Go to the options screen and press B and C together to enter it. Without releasing the A button move the cursor DOWN to exit and press B with C again. Keep pressing the A button, press the B and C buttons together to choose one or two players and press again to choose a normal game. Select your character without releasing the A button then push UP and press B, C and START simultaneously. Select your sounds with the A and B button.

TWIN COBRA

Loads of cheats that'll come in handy for this rock-hard shoot 'em up, sent by someone who forgot to include his name.
STAGE SELECT - in title screen hit UP, DOWN, RIGHT, LEFT and START
ENDING - in title screen hit UP, DOWN ,RIGHT, LEFT, A, B, C and START
EXTRA POWER - in game press START, UP ,DOWN, RIGHT, LEFT, A and START
EXTRA BOMBS - In game press START, UP ,DOWN, RIGHT, LEFT, B and START

JAMES POND

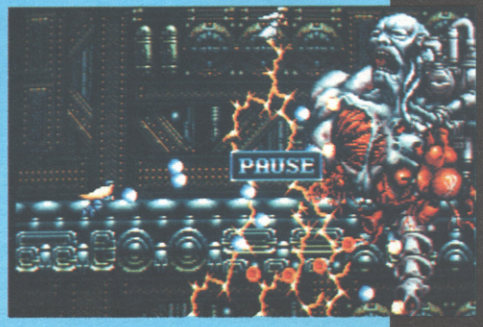
On the first level free all the lobsters then go to the left-hand side of the screen and jump on to the ledge, then press DOWN - this takes you to level 11. That's the word from Robert Taylor and Andrew Hones, fine fellows that they are.

SPLATTERHOUSE II

No sooner do we review the game than we get the level codes! These winged their way to us courtesy of Richard Page, who hails from Notts, but we won't hold that against him...

STAGE 2:
EDK NAI ZOL LDL
STAGE 3:
IDO GEM IAL LDL
STAGE 4:
ADE XOE ZOL OME
STAGE 5:
EFH VEI RAG ORD
STAGE 6:
ADE NAI WRA LKA
STAGE 7:
EFH XOE IAL LDL
STAGE 8:
EDIT VEI IAL LDL

GYNOUG



One of the best Megadrive shoot 'em ups ever gets the Cheat Mode treatment courtesy of your host with the most, the one and only, er, me - with cheats to help even the saddest blaster get to the end!
STAGE SELECT - on the options screen go to control and hold A for eight seconds
INFINITE CREDITS - during Continue hold LEFT, A and C

ROLLING THUNDER 2

Looking for the secret doors? Just follow this advice from S Gallant of E Sussex and you'll be a top roistering man about town, just like he is!
ROUND 1: Club rush top RIGHT.
ROUND 2 : Second statue two to the LEFT.
ROUND 3 : Walking LEFT first door in basement.
ROUND 4 : First moving platform LEFT door, second moving platform RIGHT door.
ROUND 5 : Door above first drip, door above third drip.
ROUND 6 : Three doors under Bombman far RIGHT on the way DOWN far LEFT second from bottom, RIGHT door on bottom.
ROUND 7 : Second pyramid behind net, second top door same pyramid, first top door third pyramid.
ROUND 9 : First door first landing, first door second landing.
ROUND 10 : Door to LEFT on platform under bullets, vey bottom door second LEFT, platform under outlet holes door to LEFT on the way UP.
LAST ROUND : Door to LEFT off bullets top door to RIGHT of bullets at the of the lift on the RIGHT.

DOUBLE DRAGON II

To skip any enemy just hold DOWN UP, DOWN and SELECT. Or, if you fancy skipping the entire level, just hold DOWN A, B and SELECT. So says Ghassan Al Abidi of Jordan. And who's going to argue? Not me!

ROBOCOP

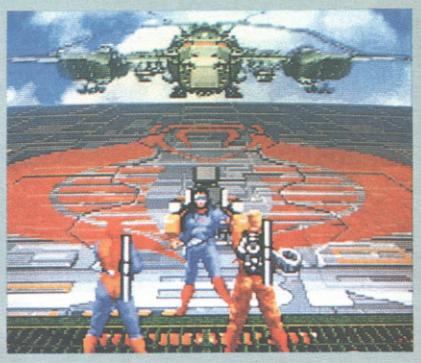
Ross Prenter of Northern Ireland has an ingenious tip for the low quality shoot 'em up starring the future of law enforcement. After you've used all your continues and the game freezes, press SELECT, START and B at the same time to get an extra life! Best of all, you can do this as many times as you like - if that's what you insist on doing.

G.I. JOE

We had a few GI Joe codes last ish, but now here's the lot, sent in by Ingelin Micke of Finland. Take it away that man!

FIRST QUEST
MISSION 2: BRJJOVD8H
MISSION 3: 3ZDX9N5X5
MISSION 4: ORBJ HVD83
MISSION 5: NZD3965X5
MISSION 6: 5ZD3NN5X5

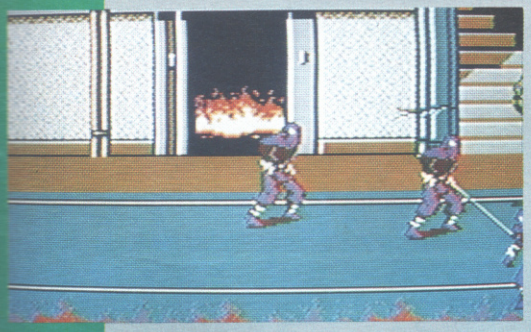
SECOND QUEST
MISSION 1: ZND39N5XF
MISSION 2: BW9JOVD87
MISSION 3: 3N2V965X5
MISSION 4: 5XO3H8628
MISSION 5: NN2V2RX9
MISSION 6: X58H80266



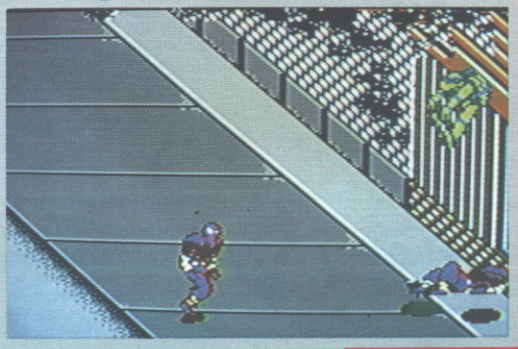
FINAL QUEST
MISSION 1: 3R69N5X66
MISSION 2: D6239N5X7
MISSION 3: 362B9NOXF
MISSION 4: NR8VN5666
MISSION 5: VH959V38C
MISSION 6: DHJ59VD87

NINTENDO

TEENAGE MUTANT HERO TURTLES II



A great conversion of an above average coin-op, Turtles II. George Nagata thinks so, and he's even supplied us with a pleasant little cheat! On the title screen, hit DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B, and START.



SALAMANDER

On the option screen hit UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, II, II, II, II, SELECT, SELECT. A new option will appear - 90,000,000 Start Off. Hit button I at that option and it will turn to Start On. Now start the game to receive 90,000,000 lovely points! Thanks to George Nagata for that one.

GRADIUS

Having trouble getting anywhere with the paltry amount of lives that you begin with? Well, according to George Nagata, if you hit button II three times while holding UP on the title screen you'll receive twenty-nine ships! And for full power, hit UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I while playing! What a boy!

PC ENGINE

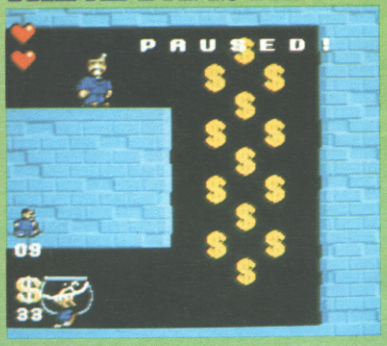
PARODIUS

Still more goodies from wonderboy George Nagata! For full power, during the game press PAUSE and hit UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I. For thirty lives, hit II button three times on the title screen while holding LEFT. And for nine credits, hit button I rapidly on the title screen. What a winner

RAIDEN

That fine fellow Nagata again, back with more worthy winners. Want three extra credits? On the Continue screen hit I and II together. Aching for extra weapons? On the Continue screen wait until the counter is zero then press START and four weapons will appear. Dying for a Stage Select? On the title screen hit I, II, SELECT, UP, RIGHT, DOWN , LEFT, LEFT, DOWN, RIGHT, SELECT, I, I, UP, RUN.

THE ADDAMS FAMILY



They're creepy and they're cooky, mysterious and spooky! No, not Michael Vinell's family - the Addams Family! Here's Michael's level list for your delight and perusal:

STAGE 2 : 91R18 **STAGE 3 :** R1R1G
STAGE 4 : R99K& **STAGE 5 :** V919B
STAGE 6 : VGR1Z **STAGE 7 :** BGKKX
STAGE 8 : BLJ12

PARASOL STARS

Oops! No name or address on this one, but it looked quite good so I decided to put it in! Take it away, NoName!
Type in WHERE ARE MY CREDITS for infinite credits or press F1 for infinite lives.

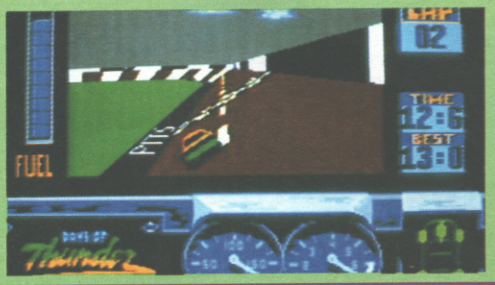
MOONSTONE

Leigh Jackson's back with a chipper cheat that'll help everyone having trouble in this fine product. When you enter Stonehenge and you have to offer a magical item to Danu, click on strength (STR) for an extra life! You can do this as often as you like.

DAYS OF THUNDER

Poo! Days Of Thunder is a less than inspiring game, but Rober Taylor and Andrew Hones have had the decency to find a cheat so I'll print it - just for them.

Press PAUSE and type in COMEFLYWITHME.



RANDY'S GAGGING FOR...

So you think you're great at games, do you? Prove it! Here's a quick list of some of the hot games we haven't had cheats for, and being first to send in anything decent for this lot will give you an above average chance to get your name in the mag and enjoy all the trappings of megastardom this brings. So what are you waiting for? Get those cheats off to RAND'S CRACKERS at the usual Cheat Mode address!

STREETFIGHTER 2 - Does anyone know how to make the game even harder?
FINAL FIGHT and **FINAL FIGHT GUY** - There's a stack of hidden keypress cheats in those two - and I'm gagging to know what they are!
CONTRA SPIRITS - Does anyone know how to get infinite lives?
TAZMANIA - There must be a ton of cheats for this!
DESERT STRIKE - What are those codes?
SENSIBLE SOCCER - Who's top boy when it comes to winning tactics in this Renegade winner?
FORMULA ONE - I'm brill at this, but does anyone know and decent cheats?

ARE YOU GAGGING TOO?

Can't get further than level three on your fave shoot 'em up? Don't know where the secret rooms are on Mario World? Don't know how to use the bloody Robot on Indy Fate Of Atalntis? Never fear, Randy's here! Yes indeedy, CVG's very own Cheating Champ offers YOU the chance to ask for tips for your favourite games - and if we like what you're asking we'll even print 'em right here in the mag! So put down that game you just can't beat, pick up a pen, fill out this form and fire it off to:

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CVG OFFICIAL U

Dear Wimp's...

WELCOME to the Official UK High Scores, the Hall Of Fame for the finest gamesplayers of them all. On these pages you'll find all the heroes whose gaming skills have earned them the right to fame in the only chart that counts. It's obvious that all of you have been working hard this month and it's taken me two weeks to sort through all the entries. Don't think you're out of the frying pan yet though. If the standard slacks, disciplinary action of the highest order will be taken and I don't just mean boring old whips and chains. I'm talking about thumbscrews, episodes of East Enders and, worst of all, a spot on Stars In Their Eyes. So make sure those scores are good and get them in to your Mistress with the Most. Get to it wimpos!

Sadie

AMIGA

Yes! The hi-score for Prehistorik has already been beaten by **Stephen Power** from Newcastle Upon Tyne. Another game that only appeared last month was Navy Seals and, yes you've guessed it, the boy Power also stuffed the old score right up their unmentionables!

PREHISTORIK COMPLETED 573,891
Stephen Power, Newcastle Upon Tyne.

TERMINATOR 2 139, 651 COMPLETED
William Columbine, Devon.

WWF WRESTLEMANIA , COMPLETED.
Andrew Gee, Lancs.

MANCHESTER UNITED-EUROPE 8-0
Lee Williams,Wales.

NAVY SEALS 93,600
Stephen Power, Newcastle Upon Tyne.

FIRST SAMURAI 275,205
Mike Splendow, Hull.

PITFIGHTER 29,870.
Glenn Eldridge,Hants
SPEEDBALL 2 270 Super nashwan
Daniel Gallop,Epping.

JAMES POND 828,380
S.Keat,Kent

ROBOCOD 4,689,050
Mike Spendlow, Hull.

KICK OFF 2 31-3
Giles Fellingham,Avon

ARCADE

Come on now! What the hell are you wimps playing at? Your arcade scores for this month were so pathetic I'm not going to waste my time printing them. All I can say is this: if you were here right now there would be red cheeks all round - and I think you know which ones I'm talking about! One person who will escape my wrath is **Samantha Crone**, who has supplied me with a fine Blood Brothers score. So how do you feel knowing a girl has caught you with your trousers down? Pull your socks up and get those scores in NOW!

BLOOD BROTHERS 505,170

UK HIGH SCORES

Samantha Crone, London.

STREETFIGHTER 2 86,400
Lloyd Wright,Kidderminster.

TERMINATOR 2 6,839,500
Lloyd Wright , Kidderminster

GAMEBOY

Billions of entries for Super Mario Land came flooding into my futuristic office this month but only one was good enough. **David Jeffrey** from Swansea was the top gamer this month with a fine achievement on Super Mario Land. Let's see some scores on completed games though, otherwise I might have to get physical...

GARGOYLES QUEST COMPLETED
Dharminder Shinh, Walsall.

CASTLEVANIA , 22,260.
Craig Pattendon, Salisbury.

SUPER MARIO LAND COMPLETED 52 lives
David Jeffrey, Swansea.

GREMLINS 2 STAGE 2
James Taylor, London.

R-TYPE . COMPLETED HARD LEVEL
Iain Dickson, N. Yorkshire.

WWF WRESTLEMANIA COMPLETED WITH ALL WRESTLERS
Gary Collins, West Yorkshire.

TETRIS 264 lines
Ross Carr , Newcastle.

FORTRESS OF FEAR 32,000
Damian Jarman,Huddersfield

MEGADRIVE

Mark Wilson of Essex has kicked some serious ass with Streets Of Rage, just managing to achieve a higher score than last months. **Peter Jackson** from Notts has scored an amazing result in Joe Montana 2, and enters the highest score ever for LA. Can any of you wimps out there beat it? I doubt it!

TWO CRUDE DUDES 983,200
Lloyd Wright Kidderminster

MERCS 230,000 COMPLETED ARCADE MODE
Gary Osborne, Cleveland.

DEVIL CRASH 568,239,400
Gary Collins, West Yorkshire.

GHOULS N GHOSTS 912,300
Paul Noble,Bedfordshire.

JOE MONTANA 2 LA 232 - DENVER 18
Peter Jackson, Notts.

HARD DRIVIN' HARD -205,602 LAP 1:18:54
Steve Challis, Milton Keynes.

STREETS OF RAGE 999,9995
Paul Noble,Bedfordshire.

QUACK SHOT 521,000
Paul Noble,Bbedfordshire.

NES

Duck Tales returns, with a massive score from **Jordon Seedle** of Lancashire. Last month there was only the fact that **Nell Whitehouse** had completed it, but now I'm gifted with a score which sorts out the men from the boys!

DUCK TALES COMPLETED 56,360,000
Jordon Seedle, Lancashire.

SNAKE RATTLE `N' ROLL LEVEL 10
Simon Croutear, Southampton.

NINTENDO WORLD CUP 38-0
Gary Scott,York

SIMON'S QUEST COMPLETED
Scott Haines, West Midlands.

SUPER MARIO 3 COMPLETED 99 LIVES LEFT
Michael Howe, London.

POWER BLADE COMPLETED
Paul Kelly, Merseyside.

MASTER SYSTEM

The infamous Sonic The Hedgehog is here again, but this time **Alex Charles** from Luton has supplied me with a mega score which wipes the floor with any other entries. Another game beaten is Golden Axe, Alex Charles has also managed to achieve this victory, what a busy lad!

SONIC THE HEDGEHOG 1,854,656
Adrian Watson,Leeds.

DONALD DUCK 595,650 COMPLETED
Chris Henson, Flookborgh.

AMERICAN PRO FOOTBALL 123-0.
Adam Pennington,Gloustershire

ALEX KIDD IN SHINOBI WORLD 96,300
Paul Craddy, Cleveland.

SUPER KICK OFF 30-2
Aaron Power, Ireland

SMASH TV 4,171,240
Chris Henson, Flookborgh.

GHOSTBUSTERS 777,220.
Dean Gwilliems,Peterborough

SUPER NINTENDO

Mark Leslie from the Shetland Isles has completely smashed last months hi-score of Area 88 and totted up a huge amount of pocket money. Joe and Mac has also been comfortably been beaten by **Michael Jung** of Dorset. How about some Mario high-scores - you know what to do so impress me!

STREET FIGHTER II COMPLETED 1,977,350
Clarence Campillo, Australia.

FINAL FIGHT 2,580,650.
Michael Barmby,Wakefield.

AREA 88 1,277,600 $2,635,900 COMPLETED
Mark Leslie, Shetland Isles.

PITFIGHTER 1,812,350.
Jonathon Dale, Cheshire.

SUPER R-TYPE COMPLETED 1,776,528
Clarence Campillo, Australia.

SMASH TV 5,546,620
Steve Howe,St Albans

SUPER FORMATION SOCCER 33-3
Jordan Brady, Ireland

F-ZERO 70,991
Ben Mcadam Childwall Liverpool

JOE AND MAC 265,000
Michael Jung, Dorset.

Official UK High Scores

Dear Wimp's

Here it is - your chance to prove you're a great gamer and win the fame of your name in the Official High Scores and the chance to play against the CVG boys themselves! The CVG stars reckon they're the greatest when it comes to games and can beat the pants off any of you puny wimpos, so it's up to you to prove them wrong! I'll be picking the hottest players of the lot and invite them down to CVG Towers to play against the boys themselves - and every month the hotshot who I reckon is the greatest gamer will win themselves an incredible framed and signed photo of yours truly! So if you want fame, fortune, a crack against the CVG boys and the greatest gaming trophy in the land just rack up those points, fill out this form and send it off to: OFFICIAL UK HIGH SCORES, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, you've got to be in it to win it, so get to it wimpos!

Sadie

Official UK High Scores Entry Form

CVG

Dear Sadie,
I reckon I'm the greatest gamer around and can beat those CVG boyos any day of the week. Here are my High Scores to prove it and I hope you pick me for some gaming glory:

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GAME	SCORE
GAME	SCORE

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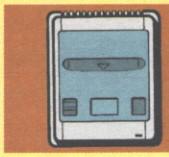


Match-making is getting a little out of hand these days. I mean, blind dates are one thing but kidnapping a princess and forcing her to marry you is quite another. And the noble Prince of Persia is a bit peeved at the situation. Luckily the Grand Vizier Jaffar has given the prince one last chance to save his fair maiden. If he can make it through twenty of the toughest mazes in the land and survive the onslaught of baddies then the girl will be his. But will the Jaffar keep his word? Will you keep your head? There's only one way to find out; step into the dark maze and show these guys whose tops when it comes to trouble.

Although you can't really stick Prince of Persia in the strategy/RPG category, it's far more involved than your average platform game. Some of the levels really tax your mind and will have you thinking for ages. The first things to knock you for six are the absolutely brilliant graphics! While there's nothing totally stunning in the backdrops, the character sprites are beautifully drawn and very well animated, using the same video-digitising techniques used in other versions of the game. Sound-wise, Prince Of Persia scores top marks, with extremely moody tunes that echo around the caverns, and some great spot effects. But the gameplay is where this game really comes into it's own. Even the first level is of considerable size and, by the time you've reached level nine, the word 'exploration' takes on a whole new meaning! As well as being just about the largest game I've ever seen, Prince of Persia is also one of the most addictive - you just can't put it down.

PAUL ANGLIN

WHO ARE THESE GUYS?

There are all sorts of baddies to contend with in Prince of Persia, ranging from weak guards to nasty knights that can be found lurking throughout various levels. Other nasties that you'll have to deal with include women guards, fat guards and the real awkward skeletons. There are three different types of these bony boys; the first is dusted after one hit, the second takes a few whacks to dispose of and the third just won't lie down and die!

TRAP ATTACK

Not only do you have to unravel the maze and try to avoid everything that moves, also figure out a way to foil the many traps which Jaffar's henchmen have placed around the dungeons. The standard obstacle is the floor that falls away but these pose no real problems if you're nimble on your feet. Some of the trickier traps include a massive Prince-Slicer, scores of blazing fires, a huge weight simply aching to pound you into the ground and a energy fields that cause instant death.

DRINK HEARTILY, PRINCE - IT'S A FINE POTION THAT'LL MAKE YOU STRONG

SEEK AND YOU SHALL FIND

Not everything is as it seems in the Grand Vizier's domain. Check all of the walls and ceilings, for some of them are false and hide secret rooms full to the brim with potions galore and, if you're an unlucky sort of fellow, mega-mean baddies!

POTS OF POTIONS

With all these elements after your blood, conveniently-placed potions can be very useful, but watch out - there are some less than helpful potions lying around. As well as the usual energy giving - and draining - drinks to be found there are vials which, if swallowed, turn the entire screen upside down. Another enables the prince to float down from a platform rather than fall and, for any depressed souls out there trying to throw a seven, an instant death potion is also available.

DOING THE ROUNDS

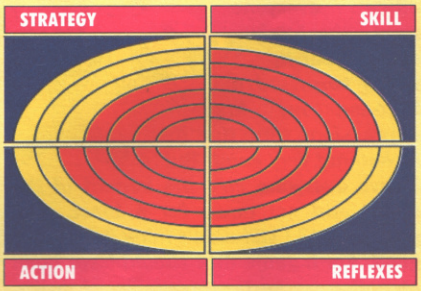
If you've never heard of Prince Of Persia until now, where on earth have you been? This game is one of the most converted titles ever, having made appearances on Amiga, ST, PC, Spectrum and even SAM Coupe computers! Console versions have surfaced recently on the Master System, Game Boy and Game Gear, and there's even talk of a live-action Mega-CD version not too far away!

THANKS...

...to Advanced Console Entertainment and the Electronic Gaming Club for the cartridge used in this review. For more information call them on 071 783 0480.

I've played Prince Of Persia on every machine it's ever been released on, and it's fair to say that this Super Nintendo version tops the lot! The basic style of gameplay has been retained, but the programmers have gone mad with restyled levels - and an extra eight stages to battle through! The prince himself has undergone a slight transformation too; he's now a much more detailed sprite than before. Loads of great new enemies are in there to take on - my current favourite is the many-armed bloke who bounces about trying to send you to your maker while skulls fall from the sky! And just when you think there's nothing more, the instantly addictive gameplay and superbly defined graphics of Prince Of Persia are rounded off very nicely thank you by some of the moodiest music ever to blast forth from the Super Nintendo sound chip. Very tough but very enjoyable, Prince Of Persia is going to rocket to the top of everyone's list of top platform romps!

PAUL RAND



GRAPHICS	%	91
SOUND	%	93
GAMEPLAY	%	89
VALUE	%	87

OVERALL 91

CVG REVIEW

SUPER BATTLETANK

SUPER NINTENDO

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Summer's here, the temperature's rising and it's certainly not the weather to be driving around the Persian Gulf in an M1A1 Super tank. But that's what you must do. The war in the air has been raging for some time now and after an age of waiting the time has come to launch a ground offensive. So pull on your shooting boots, button up your khakis, open up the sunroof and let's get moving! Super Battle Tank casts you as a member of the Allied forces in the land attack on Saddam's forces. Your mission - to trundle through the ten different levels destroying any enemy forces you encounter and return home to be the main feature on the News At Ten.

When Super Battle Tank first hit the office everyone went absolutely crazy about it, which surprised me because my first impressions were that this looked not very good. But I gave everyone else the benefit of the doubt and sat down for a blast. And guess what? I still didn't think it was very good. For a game that should have been an action-packed extravaganza of thrills, spills and kills, there isn't an awful lot to do or see. It may just be me, but I don't consider blowing up the odd tank or Scud launcher after trudging through an otherwise extremely bland desert particularly fun. There is the odd good point - sprites are of a reasonably high quality and there's a nice flash effect when your cannons rattle into an enemy vehicle at night - but that's not nearly enough to warrant forking out forty quid plus for this poor cart.

PAUL RAND

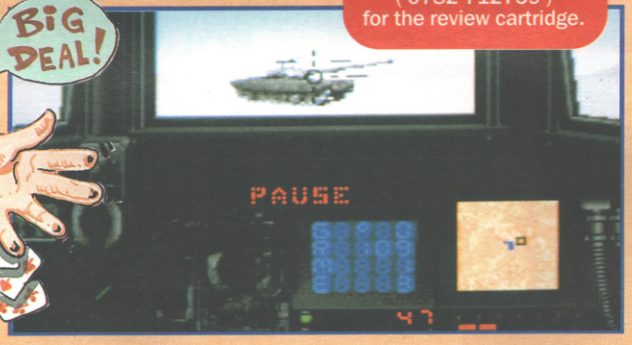
WE'RE ALL YOU NEED TO KNOW

The desert is a big place, but with the help of your long range radar screen you can see exactly what's going on at a glance. This display shows you everything that is in the vicinity, from enemy tanks and mine fields to Allied bases and Scud missile launchers - not bad considering they couldn't be spotted in the real conflict! There's no need to keep flicking between the action screen and the map, either; you can control your tank from this screen and guide it towards the enemy. Make sure you switch back to the cockpit view before you get to the baddies though, or else you'll be a sitting duck to even the lowliest grunt.

BOMB THE BASE - OR NOT

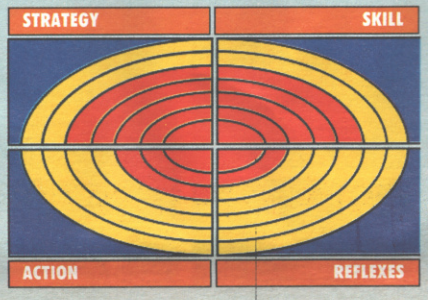
Just because you're stuck in the middle of a big war with enemy forces taking pot shots at you at every opportunity, doesn't mean that everything out in the desert is unfriendly. Now and then the Stars and Stripes of the good ol' US of A will appear on the map - this is an Allied Base, stuffed full of goodies galore. Stop off for extra weapons, fuel, a quick repair job and, you never know, perhaps a Big Mac and fries.

THANKS...
to Console Concepts
(0782 712759)
for the review cartridge.



TANKED UP

Your M1A1 would be a bit naff if it relied just on it's menacing looks, so to back it up it's packed with state-of-the-art anti-tank weaponry. This little baby is equipped with everything from a standard 120 mm cannon to M-728 Armour-piercing shells. Trouble is, you have only a limited amount of armaments, so don't rush out firing them off left, right and centre - you can't exactly shove a bayonet down your gun turret when you run out of missiles!



GRAPHICS	%	68
SOUND	%	57
GAMEPLAY	%	48
VALUE	%	42
OVERALL		52

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CVG REVIEW

SPLATTERHOUSE II

MEGADRIVE

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£45.00

Demonic Possession. That's not a thing that you tend to come across too often in everyday life is it? Not unless you're an unfortunate American teenager by the name of Rick. The root of Rick's evil is a possessed ice-hockey mask which, when worn, fills Rick with the desire to rip the head off anything that crosses his shadow. Rick eventually manages to free himself of the power of the mask, only to find that he must don it again in order to save his girl! She's has been kidnapped by foul beings from the darkest reaches of Hell and, loving feller that he really is, our Ricks off to rescue her from the forces of The Dark Side.

If there's one thing to make you sit up and take notice, it's a large slice of guts and gore. And Splatterhouse II has them both - with a vengeance. The bodycount in this game is massive, and the amount of ways to kill those baddies is equally large; punch them, kick them, smash them over the head with a bone, even blow them away with a shotgun! Splatterhouse II's sprites are very impressive, which goes some way to make up for some of the bland backdrops - there's even a few which are completely bare! Action is high on the agenda, with enemies approaching almost non-stop and other obstacles to avoid, although after a time you may find a spot of repetition creeping in. But this isn't a role playing game or strategy adventure, this is mindless death and destruction that'll have you either gnashing your teeth in a blood-crazed frenzy or cowering behind the sofa, depending on what sort of a disposition you possess!

PAUL RAND

BLACK AND DECKERS OF DOOM!

It's not just the end-level bosses that'll have you reaching for the sick bag - there are some just as disgusting beings lurking within the levels as well! You'll be wiping out such nasties as crazed zombies, lynched babies, flying psychotic fish and - horror of horrors - possessed garden tools!

EEEEAAAAAUURGH!!.....YUK!

THANKS...
to Console Concepts
(0782 712759)
for the review cartridge.

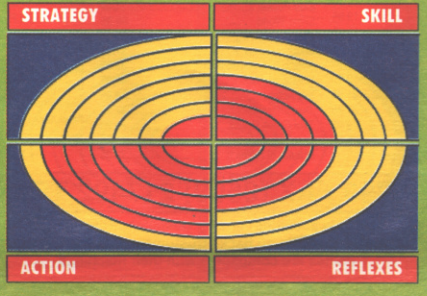
SPOOKY, EH!

POSSESSED POSSESSIONS

In order to tip the balance a little more in his favour, Rick has number of weapons at his disposal. These include a modest iron bar, which spreads the walking gungeballs all over the wall, a twelve-bore shotgun that makes shot work of the nasties and a high power chainsaw which leaves the creepies all cut up!

WHO'S A PRETTY BOY THEN?

Most games feature pretty terrifying end-of-level baddies, but you've never seen anything like these boys before! We're talking blob monsters with exploding guts, frightening faces with eyeballs that pop out of their sockets and a skinless creature of the dead that transforms into a spider! With beasties like these doing the rounds, there's only one thing to do - send them hurtling back to their demonic dwellings.



GRAPHICS	%	90
SOUND	%	90
GAMEPLAY	%	85
VALUE	%	84
OVERALL		**83**

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NES

PLATFORM

BY NINTENDO
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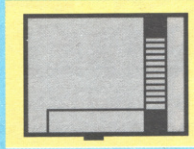


Fed up with killing aliens? Bored rigid by seeking out the sacred crystals of Ra? Sick to the back teeth of rescuing the princess from whoever has decided to kidnap her this week? Then look no further than NES Open! Death and mutilation is put to one side in favour of a relaxing round of golf, aided and abetted by the one and only Mario! Eighteen-hole fun and hilarity awaits aspiring Faldos and wannabe Woosnams, with a variety of options and courses designed to single out the golfing greats from the putting prannies. Some may say that golf is a good walk spoilt, but NES Open lets you play a round without even having to leave your chair.

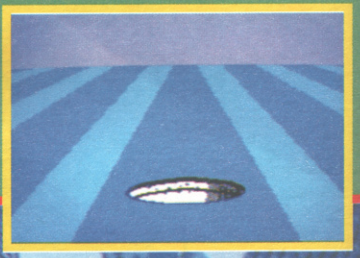
NES Open is a highly playable, extremely attractive title which just oozes quality. The fact that Mario is the star doesn't hurt at all, but it's not that which makes this game so good. Graphics are big, bold and colourful, and the 3D effect on the green is fantastic although not, I might point out, when your ball is teetering on the edge of the cup but it won't go in. Why can't TVs have motion detectors so that you can shake the screen and make the ball fall in? Gameplay is easy to learn but very hard to master - you'll start off with a really crappy score, but perseverance is the key and after a while, you're handicap will come whizzing down! It's basically because NES Open is the best golf game available for the NES - and with the golf season still in full swing, it couldn't have come at a better time! A damn sight more fun than having to suck up to horrid Old Boys Network types down at the local club just for a crack at the Krazy Putt kiddy course!

PAUL RAND

NES IN 3D PUTT SHOCK!

One particularly impressive feature of NES Open is the putting green - unlike most golf games where you just see the little ball plop into the hole - or not, depending on how good you are - NES Open gives you a close-up, three-dimensional view of the cup (that's what golfers call the hole) which looks tops when the ball is sunk, or rather less so when you are.

NES OPEN TOURNAMENT GOLF



SUPER MARIO GOLF

No, Nintendo aren't afraid of sticking Mario into totally unconnected product! Our moustachioed matey pops up a number of times during NES Open. He takes the shots, under your control of course, and he also picks the ball up and waltzes off to the next hole once you've put it in the cup. And, depending on whether you sank the ball under, on or over par, you'll hear a different tune resonate around the course with Mazza showing an appropriate expression on his face!

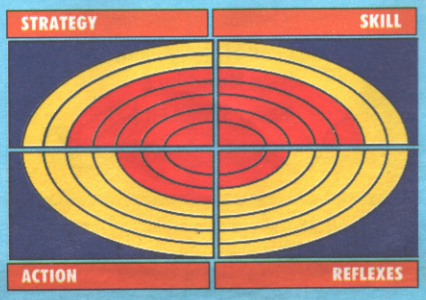
That's gone in the rough. Not very good are you?

Hey that green's not at all green!

That's a long drive can it make the green?

THREE STEPS TO SUCCESS

There are a number of important factors to take into consideration when readying yourself for a crack at the ball. First, and perhaps the most important of them all, is club selection. After all, there's no point in picking up a 240-yard driver when your trying to delicately place the ball on a green that's only 150 feet away! Next up is wind: it can get very blowy out there on the course, which will influence the direction in which you hit the ball. And speaking of direction, give that a quick check before you tee-off - it can be very infuriating, after meticulously planning what should be a match winning iron-shot, to watch it sail into a clump of large trees because you didn't notice which way the ball was going to head off!



GRAPHICS	%	90
SOUND	%	78
GAMEPLAY	%	89
VALUE	%	87
OVERALL		88

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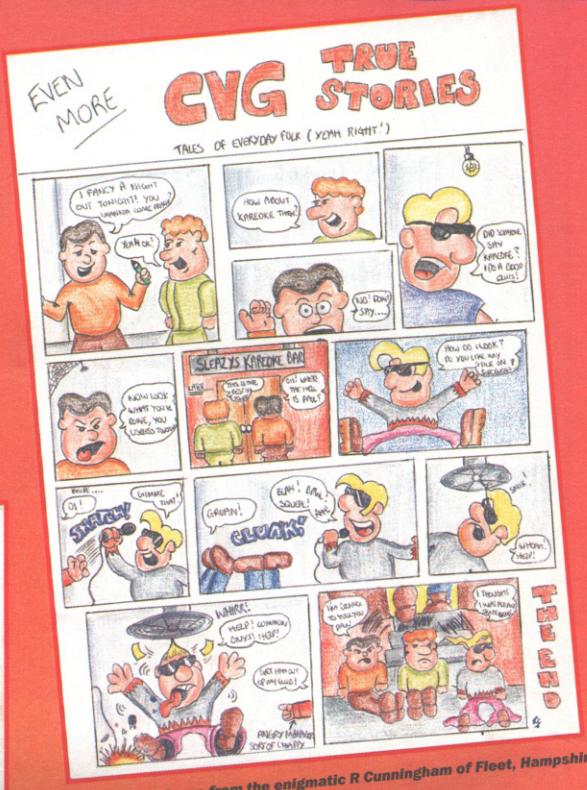
COOL CARTOON

Here they are! The runners-up of the Rad Cartoon competition we've been running in CVG over the past few months! Loads of you reckoned you could beat the boy Rad's humorous cartoon hilarity, and here are a few of the best. We had sackloads of entries for this compo, and most of them gave us a right old laugh. And if you want to know who's the winner, walking away with a spanking new Megadrive, just turn the page and all will be revealed!



Karaoke craziness from the enigmatic R Cunningham of Fleet, Hampshire!

Lemmings related laffs from Tom Percival of Bishop's Castle, Shropshire!

Wizard japes from Barclay Jerrard who hails from We Know Not Where!

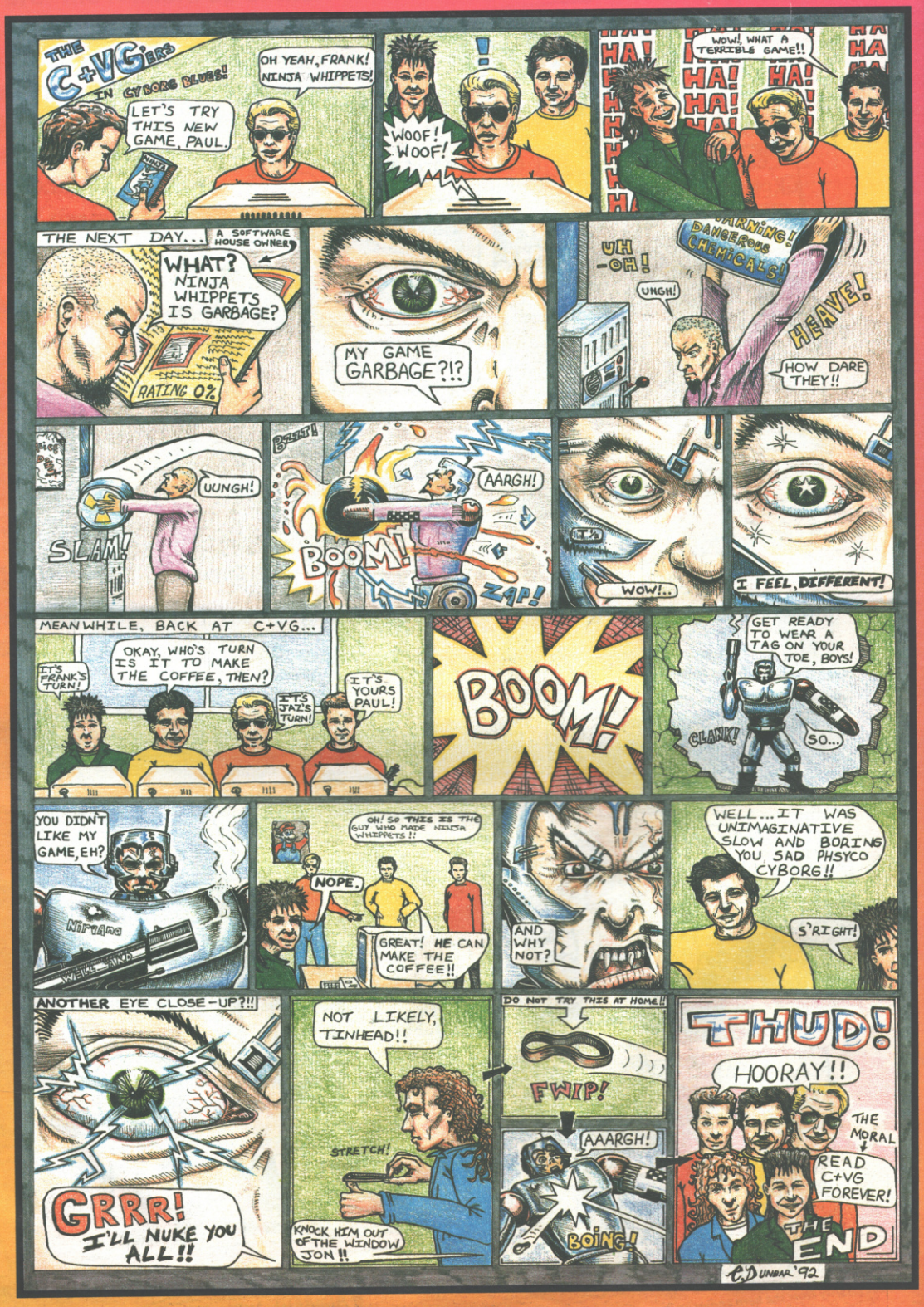
N CRAZINESS

Vectrex hilarity from the hero known as Andrew Wright in Horley, Surrey!

WINNER OVERLEAF

THE WINNER!!

Here he is - the overall winner, who walks off with a brand spanking new Megadrive courtesy of CVG! Colin Dunbar from Aberdeen is the CVG hero concerned, and what a good old laff this is! Congratulations, Col! By the way, to everyone else who didn't win, keep sending in those strips because we're going to put up software prizes for any more we print! What are you waiting for? Scribble away and look out for more skill CVG compos soon!



GOT A HAND-HELD?..THEN GO! AND GET THIS!

MEGADRIVE for sale, in good condition, Arcade power stick, 2 - 4 games, a control pad. Call Jamie on 021747 0223.

AMSTRAD PCW 8256, printer, all manuals, all leads, monitor, serial interface, mini office, all in excellent condition £230. Please call 081 855 3688.

AMIGA 500 FOR SALE with external drive, over 60 games. Would like to sell for £350 or swap for a Super Famicom with at least 10 games. If interested please call 0664 66634. Ask for Dave.

SUPER FAMICOM SCART with 9 games and adaptor, will swap for a Neo Geo with games or sell for £300. Please call 0304 242 996.

FOR SALE, GAMEGEAR, 4 games, battery charger and AC adaptor, swap for Super Famicom with Super MARIO Bros. Please ring 0737 360248.

AMIGA 500 with one meg memory and external drive, over 60 games. 2 joysticks, mouse, magazines and leads all for a bargain of £300. Phone Jonathan on 0707 55157.

FOR SALE NINTENDO with 9 games inc. Mario 3 and Simpsons, Zapper and Power Glove for Super NES English version PAL with 2 or more games . Phone 0709 525188 ask for Jonathan, buyer must collect.

£500 WORTH OF SPECTRUM games for £300 or will swap for an Amiga. Please phone 041942 8053 ask for Gordon or leave a message.

SUPER FAMICOM for sale with 5 games. £275 or will swap for a Gameboy or Gamegear with at least 10 games, phone 0761 437 384.

GAMEBOY GAMES, worth £25 for sale. All boxed and in vgc. £16 each. Phone 0843 588 736 now.

JAPANESE SEGA MEGADRIVE with 16 games, will swap for a Neo Geo with some games. Phone 091 460 4411 ask for Andy.

COMMODORE 64 with 35-40 games and 3 joysticks and mouse for £60. Phone0978 852912.

SWAP JAPANESE Streets of rage Megadrive for any decent Megadrive game. Phone Michael on 081 539 1671.

ATARI FT FM, mint condition, leads and 35 games. Sell for £180 telephone Jamie on 031 660 6438.

SWAP MEGADRIVE version of PGA Golf for Strider or Desert Strike also Italia '90 and Alien Storm for Forgotten World or Dick Tracey. Phone Mark on 0706 55841.

SUPER NINTENDO with Super Mario brand new, unwanted gift, still under 1 year warranty, all boxed with leads and instructions, £140 no offers. Quick sale, call on 071 790 4086.

NINTENDO with 5 games inc. Super Mario Bros, Zapper and other games, £150. If interested 0276 7765276.

SEGA MEGADRIVE, plays American, English and Japanese with 8 great games, very reasonable price, contact James on 081 959 4860.

GAMEGEAR with 4 games, battery pack, wide gear, mains adaptor all for £175. Call Robert on 0752 772 196 after 5pm.

ATARI LYNX 2 for sale with 3 games, brand new only 2 weeks old. All for £90. Call Ben on 0602 655 959.

NINTENDO with American convertor plus 6 games, including Megaman 3, total value £230 will sell for £140. Call Sam on 071 498 1553 after 6.30 pm.

PC ENGINE CD 1 unit plus back up memory, still boxed, still guaranteed comes with 3 games. Ring Michael on 0733 642749.

MEGADRIVE, boxed as new,control pad, Golden Axe 2, and Sonic. All for £150 or swap for a Super Nintendo with 1 game. Contact Craig on 0505 53752.

SWAP BOXED MEGADRIVE with 2 joypads and 7 games for your amiga with games. If interested phone Tom on 0386 860 235.

SUPER NES games, WWF with adaptor £40. Final Fight £25. Phone 071 241 4351.

NES for sale with 2 control pads, £100. Phone Alan on 0895 251 558.

NINTENDO NES sale with Super Mario 1 and 2. 2 control Pads. Phone Alan on 0895 251 558.

WANTED SUPER FAMICOM or Super NES, games new releases for a reasonable price. Phone after 6pm on 0446 751124.

SEGA MEGADRIVE with games, would like to swap for a Super Nintendo and games for the Gameboy or Lynx. Will accept any good offer. Phone on 0625 874 058.

WANTED SUPER NINTENDO for £120. Telephone 0805 22465 ask for Paul.

ATARI 520 ST FM with around 30 games, 3 joysticks and a mouse, printer included, worth over £1000 will sell for £275. Phone 0252 616 559 ask for Mike or Ollie.

SEGA MASTERSYSTEM 2 with 2 games, extra joystick for £90. Call on 071 924 0729.

SEGA MASTERSYSTEM FOR SALE, all leads included with light fazer, one control pad. 3 great games built-in. All instructions included, £145. Call Arron on 0256 461 576.

FOR SALE SEGA MEGADRIVE with 6 games, 1 joypad and convertor. £220. Telephone 0573 830 322 ask for Alan.

MEGADRIVE with 8 games, sell for £250. Please ring Greg on 0761 462 505.

SWAP A MEGADRIVE with 2 games inc. Sonic for 1 meg Amiga 500 or a Nintendo call Andrew on 081 684 7742.

MASTERSYSTEM 2 with light fazer, 4 built in games, joystick, unwanted gift, £95 or will swap for a Gameboy and 6 games. Phone 0923 245 817.

FOR SALE SEGA MEGADRIVE with 2 games, Sonic and Robocod, £125 or will swap for Super Famicom Skart with 2 games. Phone 0935 823 407.

ATARI 800 XL for sale, over £400 worth of games, plus free tape recorder, joystick. Telephone Paul on 0458 43096.

NINTENDO with 8 games, worth £350 sell for £120 or swap for a Super Nintendo with 1game. Please phone 081 968 4144 ask for Ronnie.

SPECTRUM plus 2 with quick fire joystick and 100's of games, worth over £400. Sell for £120. Call 0742 747 583.

GAMEBOY for sale, for £65. Will swap for a super Nintendo(no games needed). Phone 0744 54636.

JAPANESE MEGADRIVE for sale, with 8 good games, arcade joystick, 2 control pads all for £300. Ring James on 0935 863 658.

SUPER NINTENDO PAL with 9 games for only £850. Interested please call 0789 109109.

NEO GEO plus 4 games and a joystick, £400. Please phone 046 82269.

COMMODORE 64 with 200 games, Mastersystem with 4 games and controller. Gamegear with 2 games. Ring 031 661 0680 ask for Stuart.

AMIGA WANTED with or without games will swap for a Megadrive with 3 games. Call 021 443 4820.

I WOULD LIKE TO SWAP MY MEGADRIVE with 9 games for your Super NES with 5 games, Ring Adam on 0473 890 676.

MEGADRIVE for sale, plus 11 games. Arcade stick and joypad. £430. If interested please phone 0491 39205.

SEGA MEGADRIVE plus 4 games including Desert Strike. Interested then ring 0242 515 459 ask for Alex after 6pm.

NEO GEO games for swap, wanted Baseball Stars, Ninja Commando or Fatal Fury. Telephone 0294 215 041.

EXCHANGE your unwanted Megadrive games for different ones for £4. All the best games, for more information phone Neil on 021 422 4159.

9 ATARI LYNX games for sale £20. Or the whole lot for £120. Phone 0954 51529 ask for Ben.

SEGA MEGADRIVE, still under guarantee, 2 joypads, 7 games for £200 ono. Telephone 0602 865 992.

BARGAIN A £2000 Amiga set up for £450 ono, includes 1 meg Amiga 500 with kit board, 3 joysticks, 2 mice, books, mags etc. Phone 0273 208 995 for details.

AMSTRAD FOR SALE, 70 games, brand new joystick, monitor and keyboard, CPC 464. If you are interested please ring 07084 74441 ask for Robert.

MEGADRIVE FOR SALE, UK version, including Sonic and Golden Axe, 1 joypad and all leads, only 6 months old, sell for £160. Call 683 1503 ask for Paul.

MEGADRIVE, 2 CD games, 3 joypads. Worth £810 accept £500. Telephone Chris 0709 581648.

NINTENDO NES, 2 control pads, leads, good condition, cost £360 sell for £150 or will separate. Ask for Ben on 0621 779 538.

SEGA MEGADRIVE and 2 games. Immaculate condition, please contact Shane on 0823 251 346 538, £100 ono.

AMIGA GAMES for sale, all unused, boxed originals, 3 games £80. For separate prices phone Mike on 0742 746 775.

NINTENDO GAMEBOY, plus 4 games including Megaman 2, Count Deadly. Gamelight plus £115 ono. Ring 081 864 7935.

WANTED ATARI FT with games, to swap with Super Nintendo, with games. Phone 0793 751 462.

SELL SEGA MASTER SYSTEM, 6 games including Golden Axe. Please call Tom on 0443 834 534.

SEGA MEGADRIVE FOR SALE with 4 90% plus rates games and a Japanese Adaptor sell for £190 ono. Call on 0277 374 136.

SEGA MEGADRIVE with 3 good games, swap for any hand held with games or a Super Nintendo with games accept any reasonable offers, Please call 0625 874 058.

MEGADRIVE with 2 games, will sell separately. £130. Phone on 071 262 3869.

NINTENDO FOR SALE, 8 top games including Mario 3. All for £140. Please phone 0484 24154.

GAMEBOY GAMES FOR SALE. For more details please phone James on 0722 337 938.

GAMEGEAR, 6 games, 2 player lead, all boxed £145. Scart PC Engine and 2 games £100. Phone Richard on 0628 24154.

NES FOR SALE, includes 2 control pads, zapper and 10 games in perfect condition. £200 ono. Phone 0384 440 169.

FOR SALE, AMIGA 1 MEG, 2 joysticks, mouse, 2 years guarantee and over 150 games. Sell for £450 also Super Famicom, 2 games, 2 joypads sell for £100. Phone 041 634 8972.

WANTED ANY OLD COMPUTER MAGAZINES from 1980 to 1989. Please send your list and asking price to Daniel Falter, 18 St Johns Avenue, Ladborough, Rotherham, South Yorkshire, S60 1HZ.

GAMEBOY and Nintendo for sale, Gameboy 8 games, light and case. Nintendo, Zapper and 4 games, buy either or both for £190 the lot. Please call 0273 307 999 after 6pm.

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SWAP SEGA MEGADRIVE with 10 games for Amiga 500 with games. Call on 0703 844 206.

BOXED PAL FAMICOM , 8 games worth £580, sell for £400 or swap Megadrive with 15 games. Call 071 241 4351 after 5pm, ask for Greg.

NINTENDO game for sale, superb adventure game, in excellent condition, worth £35 sell for £25 o.n.o. Call James on 0483 429904 after 5pm.

NINTENDO ENTERTAINMENT SYSTEM, NES advantage joystick, no games. £60 or swap for a Megadrive. Contact Andy on 0279 415 261.

TWO NINTENDO games, Turtles and Castlemania, any offers. Call 0252 541 874, ask for Paul.

HAND HELD PC ENGINE GT with 6 games for quick sale £200. Please contact Duncan on 0532 580 336.

SPECTRUM 128K plus 2a with light gun and games, with box. Over £700 worth of games, over £200 worth of magazines, joystick, programme books worth £1,100 will accept £200. Call Martin on 051 648 3654.

520 STE for sale, 2 joysticks, mouse, mouse map, colour TV with ST hook up wire, over 50 games will sell for £280. Interested call Ivan on 071 586 5570.

AMSTRAD CPC 464, with 40 games and with joystick, for £115. Call 0925 824 567.

MEGADRIVE for sale, good condition, still boxed all top ten best games. Will sell for £100. Call Giles on 0491 576 423.

SWAP NINTENDO with 4 games, for a Gamegear with 2 games. Phone Richard on 0344 483 479.

BRITISH MEGADRIVE for sale with 2 joypads, steer wheel, carry case, 9 games inc. Streets o Rage, worth £600 sell for £350 o.n.o. Phone 0795 431 008.

SEGA MASTERSYSTEM with 7 great games, inc. Mickey Mouse, Golden Axe and Populous, with 2 new Maverick Joysticks and loads of Magazines only £150. Call 0785 664 616.

C64, with data cassette with 2 Cruser Joysticks, light gun and games, 75 games, £150 ono. Phone 0785 664616.

ATARI ST FM 104E for sale, with 7 games plus magazines, 3 joysticks, still boxed. £150-200. Call 0440 61936 ask for Spin.

WANTED SEGA MEGADRIVE with at least one game, maybe Sonic. Phone 08 621 475.

MEGADRIVE TAKES JAPANESE and British games, will sell for £120 or swap or an Atari or Amiga with no games. Phone 081 809 620 and ask for John after 5pm.

WANTED SEGA MEGADRIVE with 3 games and convertor and a joypad for about £60 ono. Call 0273 778960.

FOR SALE issues 1 to 20 of Mean Machine, 20 magazines of C & VG, 1 to 6 of Megadrive, £100 the lot. Phone Paul on 0443 451 933.

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SPECTRUM ZX plus 2, manual joystick, £100 worth of games for £100 ono. Please Call 0732 870 094.

SWAP Fatal Fury on the Neo Geo for any other decent Neo Geo game. Call Ian on 0767 312 070.

FOR SALE Fabulous Nintendo, good condition 8 games. Only £150, ring now on 071 751 6649. Ask for Lee Stephens.

AMSTRAD CPC 464 for sale, including many top game titles and joystick, all for £70, also Gameboy plus wild games and magnifier, for £140 ono. Call Dean on 081 804 0584.

SEGA MASTERSYSTEM with control pad, control stick, Golden Axe, Double Dragon, Dynamite Docks. Worth £160 sell for £100. Phone 0204 652 824.

FOR SALE COMMODORE 64, light gun, £100 worth of software, Phone on 0782 773 123.

FOR SALE NINTENDO NES with 3 games. £75 all leads included. Phone Dan on 0935 823 407.

AMSTRAD CPC464, joystick, green monitor, over £200 worth of software, manual and magazines. Sega Mastersytem, 2 joypads, 5 games all for £320. Phone Phil on 0274 663451.

WANTED NEO Computer magazines from 1980 to 1988. Please send your list and asking prices to Daniel Falter, 18 St Jones Avenue, Madborough, Rotherham, Sth Yorkshire, S60 1HZ.

JAP MEGADRIVE with 7 games, all boxed for £150. Call Paul on 0296 24493.

GAMEBOY for sale, including Tetris and Snaky Snakes, also 2 LCD games, sell for £95, or will swap for Gamegear with games, preferably Sonic, call 081 300 312. ask for Chris.

SEGA MEGADRIVE for sale, boxed, includes all leads, Sonic and Altered Beat, 2 Joypads will sell for £160. Contact Ed on 081 541 5603.

MEGADRIVE games to swap, John Maddens, Raiden Trad swap Maddens for Rainbow Island, and Raiden for Magical Hat others considered. Phone Sean Kennedy on 081 761 5129.

SPECTRUM +3, 100 plus games £270 worth, tape recorder, 2 joysticks, all leads, worth about £420 sell for £160, Call 0527 608 52.

LYNX 2 with 3 games. All boxed only 2 weeks old altogether worth £200 sell for £135 ono. Contact Ryan on 0422 246 814.

NES for sale, £200 plus 2 control pads and 12 top games, contact Alex on 081 340 0837.

MASTERSYSTEM plus 3 good games and a bargain price of £60 ono. Call Ben on 0932 220 792.

PC ENGINE for sale plus 3 games, £120 ono. Ring 071 628 2953 ask for room 628.

GAMEGEAR for sale plus Sonic the Hedgehog, plus mains adaptor only 6 weeks old, still under guarantee only £100. Telephone Ian after 6pm on 0564 779 641.

ATARI LYNX with 3 games, adaptor, earphones, batteries and multi player lead, worth £250, sell for £110 with delivery. Phone Seth on 0286 871 515.

SEGA MASTERSYSTEM for sale with 10 games inc. Sonic, Golden Axe, Populous and others, if interested call Luke after 5.30 on 0452 308 677.

GAMEBOY BBC and Spectrum plus 2 all with games for Amiga with modulator, mouse, phone Andy on 0592 771 189.

AMIGA 500 for sale, £300 worth of games and £25 monitor, plus other accessories, price only £520. Contact 051 264 2511, ask for Peter.

COMMODORE 64 with over 30 games, 2 joysticks, colour monitor, £200 ono, ask for Jethro on 0734 873 033.

GAMEBOY for sale for £100, with 4 games, Super Mario Land, Turtles. Please call 0905 428 005.

SELLING ONE YEAR old Atari FT, loads of games and utilities, mike and good quality joystick. Phone 021 357 2989.

ATARI 800 XL complete with disk drive, 17 disks, 100 games, 4 language courses, Spanish, French, German & Italian, plus 2 young childrens eduction cassettes, costs over £200 sell for £150.Phone 0322 226 693, Aran Molloy.

SWAP GAMEBOY with light magnifier link tables, etc. plus hard carry case, plus 8 batteries, will swap for SEGA Megadrive, jap if poss. Leo on 0225 122 135.

SWAP GAMEBOY with 9 games for your Gamegear with 2 to 4 games if interested phone 0703 405 345 ask for Rocky after 5pm.

FOR SALE SEGA MASTERSYSTEM with lots of games, light phaser and joypad. Phone Colin on 081 676 9750.

AMIGA 500 for sale with high resolution colour monitor, over 40 disks, joystick, mouse, mouse pad, boxed as new, will sell for £350 ono. Phone Dan on 0580 713 154 between 5.30 and 6,30 on weekdays.

AMIGA GAMES to sell and swap,

quite a lot of titles available, if interested phone 051 648 5402, ask for Richard.

GAMEBOY, great bargain, 32 gameboy games for sale, good price £85 ono. Ask for Pat on 0237 473 283.

MEGADRIVE with 3 games, skart or pal, £150 or swap for Super Famicom with 1 game, preferably Mario 4. Phone Stuart Philips on 0883 712 480.

SEGA MEGADRIVE for sale, games included. £115 phone Neil on 0375 383 628.

ATARI 520ST FM with 25 games, everything in the original boxes, 3 joysticks, mouse plus mat, plus printer. £350 ono. Tel: 0252 616 559 after 5pm.

NINTENDO ENTERTAINMENT SYSTEM for sale, including 6 top titles such as Mario 2 and 3, sell for £150 ono. Ask for Sam on 0785 851 378. PAL **MEGADRIVE** inc. 8 top games. Also Sega magazines, sell for £200 or swap for NES with games. Call 0389 54972 ask for John.

COMMODORE 64, 1 year old fully boxed, all manuals etc. inc. 2 joysticks, data cassette, lots of magazines, over £200 worth of games, £153 if interested call 0272 325 784.

COMMODORE 64 for £105, Phone James on 081 711 802.

ATARI 520 ST FM, includes over 20 games, 8 blank disks, leads and good joystick and mouse, 3 software programmes and 3 magazines. Sell for £125. Call 081 204 6188.

SWAP LYNX CONDITION MASTER SYSTEM, boxed as new, 2 pads, 5 games. Swap for Super Nintendo or Famicom, no games necessary. Phone Jamie on 0977 676497.

ATARI STE with 160 games, only 10 months old, worth at least £500, sell for £250. Phone Jamie on 0244 811 208 after 5pm.

ATARI 520 ST FM for sale, over 200 games, plus blank disks, joystick and mouse, only #275 ono. Contact 0945 588 194.

OVER 100 SPECTRUM GAMES for sale, 75 budget, 25 full price titles, Sell for £100. Phone Andrew on 0592 202 905.

NEO GEO for sale, 7 games, 2 joysticks, 1 memory card, accept £700 ono. Phone Gavin on 0634 375 175.

MASTER SYSTEM 2, 6 games, all boxed with instructions, only a month old for only £95. CAll Peter on 0572 821125.

AMIGA 500, .5 meg upgrade, 6 games, 40 cover disks, word processor, joystick, mouse, TV adaptor, all manuals, £450. Contact James on 0923 674 774.

ATARI 520 ST FM, fully boxed, 28 original games, incl. Golden Axe, WWF and Nark. Disk copier, 2 joysticks, mouse, all leads. £220 ono. Contact 0322 613 914.

12 COMMODORE 64 games for sale, as new, £4 each or £40 for all 12, please ring 0992 467 396.

SWAP MEGADRIVE with games, for a Super Nes, with 2 games, If interested call Alex on 0934 733111

ATARI 520 ST FM, for sale, over £300 worth of original software, loads of mags and manuals, joystick and mouse. All for £300 ono. Phone 0409 241 375 ask for Ross.

ATARI FT 1040, 50 games, printer, modem £150. Sega Gamegear with 4 games £50. Call Richard on 0272 638 051.

FOR SALE AMSTRAD CPC 464, with colour monitor, joystick and #300 worth of software, #125. Telephone 061 430 3262.

MEGADRIVE FAMICOM GAMES WANTED. Buy, sell second hand and exchange. Phone Bryan after 7pm on 0463 230 304.

COMMODORE 64 owners, 5 good games for sale, for details please call 0981 250 621 ask for Tom.

WANTED SUPER TENNIS for the Super Nintendo will pay up to £30 or will swap for Super R-Type. Phone Hamish on 0925 263 799.

FOR SALE, SEGA ARCADE machine, complete with Secret Commando game, sell for £200 or swap for Neo Geo or super Nes with 3 games. Phone 041 647 1422 ask for Robert.

GAMEBOY FOR SALE, 6 games and 2 carry cases, mostly boxed as new with instructions, all in great condition, worth £230, sell for £150 ono. Ring 081 958 5836 ask for Anthony.

NINTENDO for sale, plus over £500 worth of games, £300 the lot. Call 0784 242 218 ask for John.

GAMEGEAR with mains adaptor and power adaptor, plus Sonic and Task Master. £90. Phone Sam on 0978 358 344.

ATARI ST FM 520 with 45 games, worp processor, basic programming language, spell check, joystick, mouse, demos, magazines and more. £200. Phone Chris on 081 659 1187.

PC ENGINE PAL for sale, as new with leads and adaptor. £135. Phone Tom on 0733 557 546.

NINTENDO ENTERTAINMENT SYSTEM in excellent condition with 6 games, Super Mario 1,2 and 3. All boxed and with instructions. £100 ono. Call 081 546 1222.

SEGA MASTERSYSTEM for sale, mains adaptor, 3 games, all boxed as new plus Gameboy, game light magnifier, 4 games, link cable all boxed as new. £130 the lot. Telephone 0761 221 447.

FOR SALE, Robocop 3, Bart Simpson, WWF, £30. Will separate, for the ST. Phone 0487 843 448 ask for Gavin.

SWAP PAL MEGADRIVE with MS convertor and scart lead and joypads, plus a quick shot stick with 16 games. Swap for an Amiga 500 with all bits included with at least 30 games. Call Jason on 081 297 9193.

SEGA MASTER SYSTEM FOR SALE, 3 games, all boxed and packaged, mint condition worth #100 will sell for #75 ono. Call Stuart on 0892 544495.

FOR SALE, Spectrum 48k plus, games and joystick, for quick sale only £50. Phone Lee on 0952 503 814.

3 NINTENDO GAMES, Batman, Top Gun and Megaman 2. Phone Michael on 071 263 5659.

SWAP LYNX 2, with 11 games, power adaptor, sun visor all boxed, worth £400 for Amiga 500 plus. Interested phone Steve on 0784 255 845.

ZX SPECTRUM plus 1 with 6 exciting games, sell for £500 or swap for Neo Geo with 6 games. Phone 0923 663 018.

MEGADRIVE AND SUPER NINTENDO games for sale or part exchange. Over 150 titles in stock, contact Andy on 0890 930 830.

ATARI 520 ST FM, joysticks, mouse, multi safe, colour television, desk. Lots of software and extras, £350. Phone 0488 682 467.

SEGA MASTERSYSTEM, 2 months old, 2 years guarantee, 5 games incl. Sonic. Ask for Tom on 0742 365 185.

AMIGA 500 with 30 games, joystick and joystick interface, £150 ono. Call Iain on 0732 451 340.

SWAP SEGA MEGADRIVE GAMES or sell them. For details call Mr McCallum on 0494 670 718.

FOR SALE, NES with 2 controllers, zapper ROB and 14 games, including Mario 3, Megaman 2 and Simpsons. Will sell for £280 ono. Telephone 071 589 2212 ask for Stuart or Mark.

AMIGA A 500, 1 meg upgrade, 2 joysticks, loads of software, #250 ono. Phone Cal on 0706 31127.

NINTENDO ENTERTAINMENT SYSTEM, with 4 games, light gun for a Gameboy with games. Ring Andrew on 0462 433 114.

NEO GEO FOR SALE, for all details call Mark on 0423 564 025.

FAMICOM GAMES WANTED, anything considered, bought or exchanged. Good prices paid. Ring Phillip on 0423 526 749.

NINTENDO ENTERTAINMENT SYSTEM, mint condition with 2 joypads, zapper and 7 games. £170. Phone 081 531 7176 ask for Jodie.

NINTENDO NES FOR SALE, with games, £45 ono. Phone 051 356 2581.

FOR SALE, PC ENGINE scart, 3 games, £90. Telephone Graham on 0282 414 255.

SEGA MASTERSYSTEM 2, with 4 games, Spectrum plus 3 with over 100 games and a disk drive. Please call on 071 924 0729.

NINTENDO FOR SALE with 2 games, 2 joypads, £35. If you are interested please call 0708 376 997.

SEGA MEGADRIVE WITH SONIC and PGA Tour Golf, joypad, all boxed as new £90. Please telephone James on 081 741 3168.

SWAP SEGA MEGADRIVE for Super Nintendo or sell for £85. Phone Mark on 021 459 4703.

COMMODORE 64 with 80 games, 2 data cassettes in good condition, all original games, telephone 0945 860 839.

MEGADRIVE FOR SALE, mint condition, fully boxed, 6 top games, joypad and games carrier £250 ono. Phone Steve on 0457 873 481.

AMSTRAD COLOUR MONITOR, £60 ono. Also Amstrad games, £1 each. For details call 021 423 3371 ask for Mark.

ZX SPECTRUM with 2 joysticks, light gun and 24 games, swap for any consul, hand held, Amiga, Pc or Atari ST with 3 games or sell for £50. Tel 0709760324

FOR SALE SPECTRUM ZX plus 2 with light gun over 30 games, joystick included, will sell for £50. Please call 0277 201216 after 6pm.

MEGADRIVE in good condition including 1 joypad and games. Only £180. Ring 0943 601919.

EA ICE HOCKEY FOR THE MEGADRIVE, swap for any other good games in good condition with box and instructions. Or sell for £22. Phone Sean on 081 761 5129.

ATARI LYNX with games, carry case, fully boxed worth over £250 will sell for £125. Call on 0733 269852.

AMIGA 500 with monitor, printer, accessories, 1 megabyte worth over £650 ono. Swap for PC. Call on 0733 269 853.

MASTERSYSTEM 1 including 2 control pads, Sega joystick, rapid fire unit, light fazer, 12 games. £160 ono. Contact Chris on 0761 414 789.

JAPANESE MEGADRIVE, 2 pads, 7 highly rated games, worth £350 new, offers around £200. Call 061 737 1819.

SPECTRUM PLUS 2, approx 150 games, plus Cheetah joystick, £50 ono. Phone Jamie on 0977 676497.

SEGA MEGADRIVE for sale, plays all games, 3 games. Dust cover only 6 months old. £120, call Tom on 0423 322 112 after 5pm.

FOR SALE JAPANESE SUPER FAMICOM games. For details please call Stu on 081 524 1425.

SONIC THE HEDGEHOG,for Megadrive. Swap for any other good game in good condition, with instructions. Or will sell for £22. Please call Sean on 081 761 5129.

MEGADRIVE for sale, in good condition, Arcade power stick, 2 - 4 games, a control pad. Call Jamie on 021747 0223.

AMSTRAD PCW 8256, printer, all manuals, all leads, monitor, serial interface, mini office, all in excellent condition £230. Please call 081 855 3688.

AMIGA 500 FOR SALE with external drive, over 60 games. Would like to sell for £350 or swap for a Super Famicom with at least 10 games. If interested please call 0664 66634. Ask for Dave.

SUPER FAMICOM SCART with 9 games and adaptor, will swap for a Neo Geo with games or sell for £300. Please call 0304 242 996.

FOR SALE, GAMEGEAR, 4 games, battery charger and AC adaptor, swap for Super Famicom with Super MARIO Bros. Please ring 0737 360248.

AMIGA 500 with one meg memory and external drive, over 60 games. 2 joysticks, mouse, magazines and leads all for a bargain of £300. Phone Jonathan on 0707 55157.

FOR SALE NINTENDO with 9 games inc. Mario 3 and Simpsons, Zapper and Power Glove for Super NES English version PAL with 2 or more games . Phone 0709 525188 ask for Jonathan, buyer must collect.

£500 WORTH OF SPECTRUM games for £300 or will swap for an Amiga. Please phone 041942 8053 ask for Gordon or leave a message.

SUPER FAMICOM for sale with 5 games. £275 or will swap for a Gameboy or Gamegear with at least 10 games, phone 0761 437 384.

GAMEBOY GAMES, worth £25 for sale. All boxed and in vgc. £16 each. Phone 0843 588 736 now.

JAPANESE SEGA MEGADRIVE with 16 games, will swap for a Neo Geo with some games. Phone 091 460 4411 ask for Andy.

COMMODORE 64 with 35-40 games and 3 joysticks and mouse for £60. Phone0978 852912.

SWAP JAPANESE Streets of rage Megadrive for any decent Megadrive game. Phone Michael on 081 539 1671.

ATARI FT FM, mint condition, leads and 35 games. Sell for £180 telephone Jamie on 031 660 6438.

SWAP MEGADRIVE version of PGA Golf for Strider or Desert Strike also Italia '90 and Alien Storm for Forgotten World or Dick Tracey. Phone Mark on 0706 55841.

SUPER NINTENDO with Super Mario brand new, unwanted gift, still under 1 year warranty, all boxed with leads and instructions, £140 no offers. Quick sale, call on 071 790 4086.

NINTENDO with 5 games inc. Super Mario Bros, Zapper and other games, £150. If interested 0276 7765276.

SEGA MEGADRIVE, plays American, English and Japanese with 8 great games, very reasonable price, contact James on 081 959 4860.

GAMEGEAR with 4 games, battery pack, wide gear, mains adaptor all for £175. Call Robert on 0752 772 196 after 5pm.

ATARI LYNX 2 for sale with 3 games, brand new only 2 weeks old. All for £90. Call Ben on 0602 655 959.

NINTENDO with American convertor plus 6 games, including Megaman 3, total value £230 will sell for £140. Call Sam on 071 498 1553 after 6.30 pm.

PC ENGINE CD 1 unit plus back up memory, still boxed, still guaranteed comes with 3 games. Ring Michael on 0733 642749.

MEGADRIVE, boxed as new,control pad, Golden Axe 2, and Sonic. All for £150 or swap for a Super Nintendo with 1 game. Contact Craig on 0505 53752.

SWAP BOXED MEGADRIVE with 2 joypads and 7 games for your amiga with games. If interested phone Tom on 0386 860 235.

SUPER NES games, WWF with adaptor £40. Final Fight £25. Phone 071 241 4351.

NES for sale with 2 control pads, £100. Phone Alan on 0895 251 558.

NINTENDO NES sale with Super Mario 1 and 2. 2 control Pads. Phone Alan on 0895 251 558.

WANTED SUPER FAMICOM or Super NES, games new releases for a reasonable price. Phone after 6pm on 0446 751124.

SEGA MEGADRIVE with games, would like to swap for a Super Nintendo and games for the Gameboy or Lynx. Will accept any good offer. Phone on 0625 874 058.

WANTED SUPER NINTENDO for £120. Telephone 0805 22465 ask for Paul.

ATARI 520 ST FM with around 30 games, 3 joysticks and a mouse, printer included, worth over £1000 will sell for £275. Phone 0252 616 559 ask for Mike or Ollie.

SEGA MASTERSYSTEM 2 with 2 games, extra joystick for £90. Call on 071 924 0729.

SEGA MASTERSYSTEM FOR SALE, all leads included with light fazer, one control pad. 3 great games built-in. All instructions included, £145. Call Arron on 0256 461 576.

FOR SALE SEGA MEGADRIVE with 6 games, 1 joypad and convertor. £220. Telephone 0573 830 322 ask for Alan.

MEGADRIVE with 8 games, sell for £250. Please ring Greg on 0761 462 505.

SWAP A MEGADRIVE with 2 games inc. Sonic for 1 meg Amiga 500 or a Nintendo call Andrew on 081 684 7742.

MASTERSYSTEM 2 with light fazer, 4 built in games, joystick, unwanted gift, £95 or will swap for a Gameboy and 6 games. Phone 0923 245 817.

FOR SALE SEGA MEGADRIVE with 2 games, Sonic and Robocod, £125 or will swap for Super Famicom Skart with 2 games. Phone 0935 823 407.

ATARI 800 XL for sale, over £400 worth of games, plus free tape recorder, joystick. Telephone Paul on 0458 43096.

NINTENDO with 8 games, worth £350 sell for £120 or swap for a Super Nintendo with 1game. Please phone 081 968 4144 ask for Ronnie.

SPECTRUM plus 2 with quick fire joystick and 100's of games, worth over £400. Sell for £120. Call 0742 747 583.

GAMEBOY for sale, for £65. Will swap for a super Nintendo(no games needed). Phone 0744 54636.

JAPANESE MEGADRIVE for sale, with 8 good games, arcade joystick, 2 control pads all for £300. Ring James on 0935 863 658.

SUPER NINTENDO PAL with 9 games for only £850. Interested please call 0789 109109.

NEO GEO plus 4 games and a joystick. £400. Please phone 046 82269.

COMMODORE 64 with 200 games, Mastersystem with 4 games and controller. Gamegear with 2 games. Ring 031 661 0680 ask for Stuart.

AMIGA WANTED with or without games will swap for a Megadrive with 3 games. Call 021 443 4820.

I WOULD LIKE TO SWAP MY MEGADRIVE with 9 games for your Super NES with 5 games, Ring Adam on 0473 890 676.

MEGADRIVE for sale, plus 11 games. Arcade stick and joypad. £430. If interested please phone 0491 39205.

SEGA MEGADRIVE plus 4 games including Desert Strike. Interested then ring 0242 515 459 ask for Alex after 6pm.

NEO GEO games for swap, wanted Baseball Stars, Ninja Commando or Fatal Fury. Telephone 0294 215 041.

EXCHANGE your unwanted Megadrive games for different ones for £4. All the best games, for more information phone Neil on 021 422 4159.

9 ATARI LYNX games for sale £20. Or the whole lot for £120. Phone 0954 51529 ask for Ben.

SEGA MEGADRIVE, still under guarantee, 2 joypads, 7 games for £200 ono. Telephone 0602 865 992.

BARGAIN A £2000 Amiga set up for £450 ono, includes 1 meg Amiga 500 with kit board, 3 joysticks, 2 mice, books, mags etc. Phone 0273 208 995 for details.

AMSTRAD FOR SALE, 70 games, brand new joystick, monitor and keyboard, CPC 464. If you are interested please ring 07084 74441 ask for Robert.

MEGADRIVE FOR SALE, UK version, including Sonic and Golden Axe, 1 joypad and all leads, only 6 months old, sell for £160. Call 683 1503 ask for Paul.

MEGADRIVE, 2 CD games, 3 joypads. Worth £810 accept £500. Telephone Chris 0709 581648.

NINTENDO NES, 2 control pads, leads, good condition, cost £360 sell for £150 or will separate. Ask for Ben on 0621 779 538.

SEGA MEGADRIVE and 2 games. Immaculate condition, please contact Shane on 0823 251 346 538, £100 ono.

AMIGA GAMES for sale, all unused, boxed originals, 3 games £80. For separate prices phone Mike on 0742 746 775.

NINTENDO GAMEBOY, plus 4 games including Megaman 2, Count Deadly. Gamelight plus £115 ono. Ring 081 864 7935.

WANTED ATARI FT with games, to swap with Super Nintendo, with games. Phone 0793 751 462.

SELL SEGA MASTER SYSTEM, 6 games including Golden Axe. Please call Tom on 0443 834 534.

SEGA MEGADRIVE FOR SALE with 4 90% plus rates games and a Japanese Adaptor sell for £190 ono. Call on 0277 374 136.

SEGA MEGADRIVE with 3 good games, swap for any hand held with games or a Super Nintendo with games accept any reasonable offers, Please call 0625 874 058.

MEGADRIVE with 2 games, will sell separately. £130. Phone on 071 262 3869.

NINTENDO FOR SALE, 8 top games including Mario 3. All for £140. Please phone 0484 24154.

GAMEBOY GAMES FOR SALE. For more details please phone James on 0722 337 938.

GAMEGEAR, 6 games, 2 player lead, all boxed £145. Scart PC Engine and 2 games £100. Phone Richard on 0628 24154.

NES FOR SALE, includes 2 control pads, zapper and 10 games in perfect condition. £200 ono. Phone 0384 440 169.

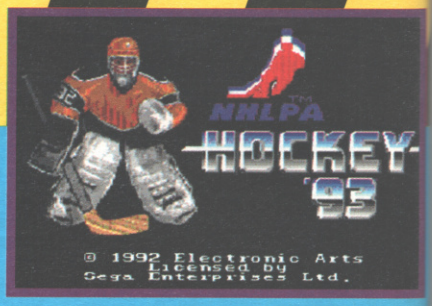
FOR SALE, AMIGA 1 MEG, 2 joysticks, mouse, 2 years guarantee and over 150 games. Sell for £450 also Super Famicom, 2 games, 2 joypads sell for £100. Phone 041 634 8972.

WANTED ANY OLD COMPUTER MAGAZINES from 1980 to 1989. Please send your list and asking price to Daniel Falter, 18 St Johns Avenue, Ladborough, Rotherham, South Yorkshire, S60 1HZ.

GAMEBOY and Nintendo for sale, Gameboy 8 games, light and case. Nintendo, Zapper and 4 games, buy either or both for £190 the lot. Please call 0273 307 999 after 6pm.

NHLPA '93

● ELECTRONIC ARTS ● MEGADRIVE ●



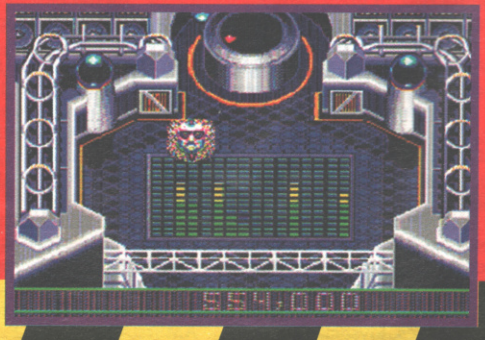
Big news for EA Hockey fans gagging on the sequel to one of the greatest Megadrive sports games ever. NHLPA '93 is here! Well, actually it's NOT the sequel to EA Hockey, but a bloody good game in its own right! In case you're very silly and don't know any better, EA are top men when it comes t putting together a sports game. Now they're putting the finishing touches to NHLPA '93 - and if you don't know what that stands for, it's the National Hockey League Player's Association.

NHLPA '93 isn't so much a sequel to EA Hockey, more of a revamped version of the original. It plays exactly the same, but there are loads of extra features crammed in and the inclusion of real ice hockey stars such as Wayne Gretzky, and actual team colours. Gameplay is similar to the first game, with features like the sin-bin, where players are put for a variety of offences, and a great action-replay mode that lets you fast-forward and rewind through the action!

Electronic Arts stress that NHLPA '93 isn't a game for owners of the original EA Hockey, and that it's out there for the benefit of newcomers to the Megadrive scene. We've played it and it's great - check it out if you haven't got the first cart!

TWISTED FLIPPER

ELECTRONIC ARTS ● MEGADRIVE ●



It might sound like the name of a rather loud heavy metal band, but Twisted Flipper is a fab-looking pinball sim from those busy beavers at Electronic Arts! Only the second such game to appear on the Megadrive, it's got some pretty hot competition in the form of the ridiculously excellent Devil Crash - but already things are looking good! So what's Twisted Flipper got? Secret bonuses, multi-level tables and mega-bonuses are just a taste of what is in store for lucky players when EA put this one out on the streets. Having had an early blast of Twisted Flipper, the only minus point we noticed was that the movement of the ball wasn't always entirely convicing. Still, EA tell us they're going to fix that, as well as shovel in a horde of extra-special features! Sounds good to us - don't miss the CVG Review, coming your way soon!

MEGADRIVE GAMES to swap from £3 to swap. Phone 0292 43555.
MASTERSYSTEM with 4 games, £110. Gameboy with 4 games £130. Or swap both for Megadrive with 5 games including Streets of Rage. Telephone 0223 316896 ask for Ken.
SEGA MEGADRIVE with 3 games and joystick for sale. If interested phone Andrew on 081 685 9258.
SPECTRUM games for sale, roughly 100 games, all in good condition. 25 full price titles and 75 budget titles, worth over £300 selling for £100. Telephone 0592 202 905.
NINTENDO FOR SALE, boxed, all leads, 5 ace games for £150. Ring 0706 878 779 after 4pm.
FREE GAMEBOY when you buy a Megadrive, 2 joypads and games for £180. Phone Lyndon on 081 427 8177.
NINTENDO NES for sale, with 8 games included, Megaman 2, Super Mario Bros 3 and 2 controllers and Zapper gun. £250 ono. Also Gameboy games for sale. Phone 0753 541 234.
AMIGA 500 for sale with 2 joysticks will sell for £300 or swap for a Megadrive with games. Ring 0274 835586 ask for Mark.
NINTENDO ENTERTAINMENT SYSTEM for sale with 4 games. For sale for £75. Phone Neil on 0723 323399.
FAMICOM GAMES for sale. For all details please call Oliver on 071 485 1284.
A LOT OF CONSOLE MAGAZINES. £35 the lot or will separate. Cassette deck £5 Amplifier. Call Ken on 0223 316 896.
AMIGA 500 with over 450 games for £300 or nearest offer. Please contact me on 031 334 4389 after 2pm.
MEGADRIVE for sale with 6 top games, convertor. 2 joypads. Call Kevin on 0265 593950 all prices considered.
NES FOR SALE with 9 games and zapper, £200 or swap for a Megadrive with plenty of games. Telephone 02483 222 747.
SPECTRUM 128K with loads of games, and Joystick £35. Please call on 061 442 6458 after 4pm ask for Mark.
AMIGA GAMES boxed with instructions, will sell or swap. For more information please call Stuart on 0702 202698.
FAMICOM GAMES for sale. For all details please call Dan on 0272 734815.
WANTED UK SUPER NINTENDO GAMES, pay up to £45. Please phone Ross on 0247 451629.
SELLING NES, with light gun and robots, 18 games up to £270. Altogether for £320. Call James on 081 659 6853.
AMIGA 500 PLUS, Cartoons classic Pack, 6 months old £250 or will swap for a Megadrive with plenty of games. Telephone 0452 410127, ask for Simon.
NINTENDO ENTERTAINMENT system with power glove and 7 good games. Please call for details on 0702 344366 after 4pm ask for James.
AMSTRAD 6128 with colour monitor, 95 games, printer, joystick, tape deck. Please call Tom on 081 460 7079.
SWAP SEGA MEGADRIVE with 6 games, arcade power stick and turbo joypad for an Amiga 500 with or without games. Call John on 0293 784077 after 4pm.
SEGA MASTERSYSTEM with 4 games, inc. Sonic. 1 control pad plus joystick, worth £205 sell for £100 or swap for a Lynx with 1 game. Phone 0204 652824.
AMIGA EXTERNAL DISK DRIVE for sale, excellent condition, on swap for 2 Megadrive games. Phone Chris on 0792 775671.
WANTED MEAN MACHINE 117 and Megatech issues 1 and 2, no silly prices, Telephone 0442 69378.
AMIGA 500 external drive, .5 meg upgrade, midi interface and stereo sampler, loads of games. £400 ono. Phone 0895 846 690 ask for Ben.
SEGA GAMEGEAR inc AC adaptor, wide gear, factory pack, gamegear case and 10 games all under 1 year old. Everything boxed, all originals, worth £400 sell for £250. Please call 0454 613279 ask for Mark.
EXCELLENT SALE, Amstrad CPC 464 with monitor, joysticks, manuals, magazines, over 200 games, power drift. £150 ono. Call Neil on 081 504 3600.
FOR SALE, AMSTRAD CPC 464, colour monitor, approx. 35 games, joystick. £130 ono. Contact Ian on 021 553 3919 after 4pm.
MEGADRIVE FOR SALE, 1 game, Sonic, converted to run Japanese and American. If interested please phone Alex on 0625 584151 after 4.30pm.
SEGA GAMEGEAR for sale, all boxed £120 ono. Ring after 6.30pm, 061 652 2150.
SWAP MEGADRIVE with 4 games, for a Gameboy with 3 games or an Amiga or Atari ST. Ring Robert on 0782 623 405.
GAMEBOY for sale, excellent condition with 5 games still boxed inc. Ducktales and Kung Fu Master. Will sell for £75, contact Jonathan on 021 472 1173.
MEGADRIVE JAP/PAL runs all games, Python autofire joystick and joypad. 8 games - Madden '92, Mercs, Fantasia, Thunderforce II, Desert-Strike, Wrestle War, Sonic, Streets of Rage. £280 ono. Tel Paul 0225 674202 (Essex)
NEO-GEO owners unite! in the very first free membership club! Various club benefits available to those who join! Everyone who contacted me through all previous ads. Call Steve ASAP! 081-904 0088. Its in every Neo owners interest to call me speedily!!

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HOTSHOTS

F117A STEALTH FIGHTER
● NES ●

F15 III
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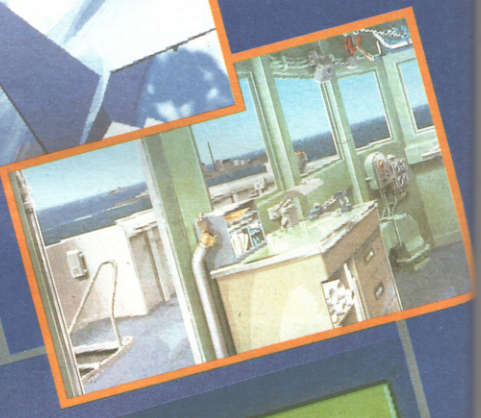
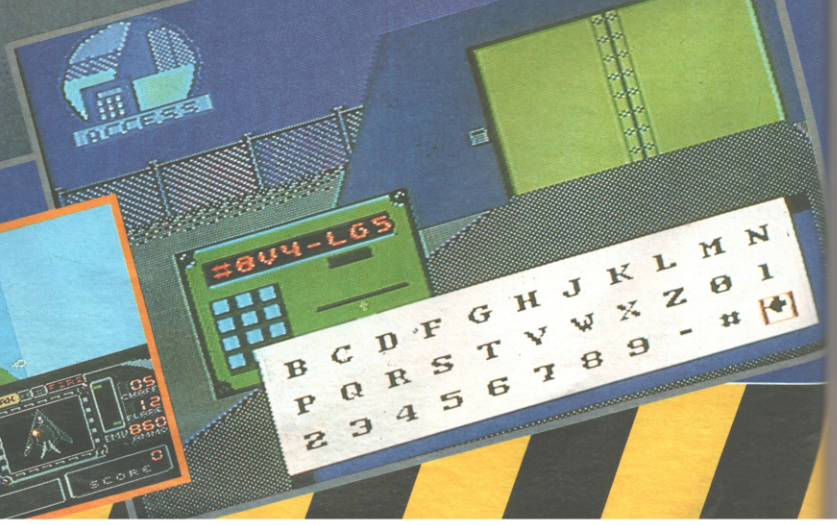
Task Force 1942
● PC ● MICROPROSE ●

Lumme mummy! Microprose have been busy beavers of late and no mistake! Now they're planning to launch an avalanche of goodies onto the games world, including conversions onto console of some of the greatest home computer games of all time! You've probably already read about most of them in the News section, but here are a few at Preview stage to drool over right here! First up comes Stealth Fighter on the NES, a conversion of the outrageously good Amiga, PC and ST blast. As you can see, the game is looking well tasty - and from the sneaky peak we've had it's moving darned fast for an 8-bit machine! Obviously the console version is a scaled down version of the original, but Microprose are confident that they've left all the best bits in! Keep those eyeballs right here for the full Review treatment soon!

Next up comes F15 III on the PC - follow-up to the brill follow-up of one of the fabbest home computer games ever! This time round Microprose are promising smoother graphics and loads of extra features - some of 'em so secret even the CVG boys haven't been told! First thing that's going to grab you are the graphics, and fabbo they certainly are, and from what we've seen the game looks set to match the standard!

And if that's not enough, PC fans can also look ahead to Task Force 1942 on the PC, the first in a new series of war sims featuring the Microprose touch. What with tons of explosions, burning and sinking ships, night combat, falres, torpedos and other stuff this looks like something a bit special. As you see, the graphics look totally ace and the game will feature some serious, er, depth. All these goodies are planned for roughly autumn time, and rest assured we'll be bringing you all the Reviews first as usual!





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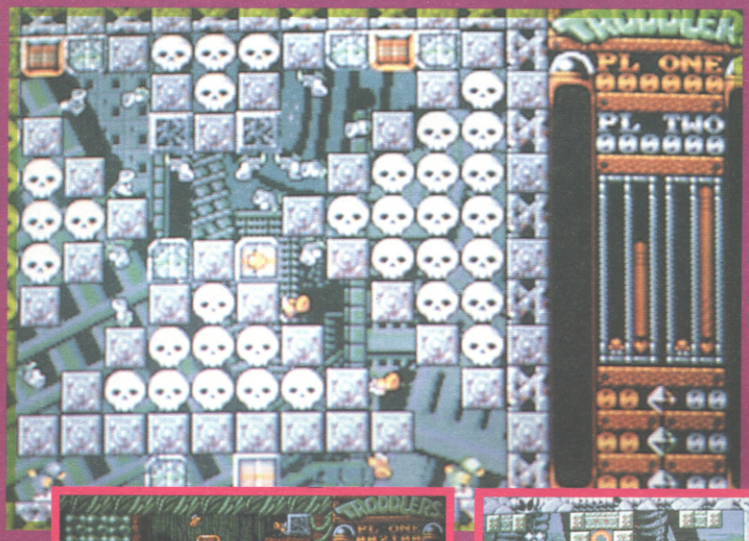
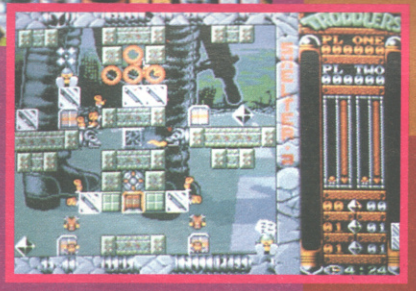
TRODDLERS

STORM AMIGA

Hokus and Pokus are constantly causing trouble - but this is severe, even for them! Divinus, their magical master, told them to clean out the storeroom in the hope of keeping them out of mischief for a day or two. As they toddled down the steps Divinus yelled at them 'And don't touch anything!' But the mischievous lads could not resist the temptation to open a box of Troddlers - and before you could say 'Oops!', the Troddlers leaped out and dived into the transporter. Low quality plot it may be, but the game itself could fare somewhat better. A similar concept to Lemmings but sporting quite different gameplay, Troddlers is a puzzler that could well cut the mustard when it's released in October...





ARMOUR-GEDDON II

PSYGNOSIS AMIGA

Not content with selling squillions of copies of their 3D epic Armour-Geddon Psygnosis have gone and written a sequel - as as you can see from these screenshots it's looking pretty flippin' good! The original cast you as a futuristic soldier behind the wheel (or yoke, or anything else for that matter) of some really serious deathmobiles in a host of different landscapes, dishing out death and devastation to all and sundry.

The only real problem with the original was that it was a touch slow and the gameplay could be accused of being a tad repetitive. But we're promised no such hiccups in the follow-up, which is due to appear in October. Apparently the game sticks very much to the original format but adds better graphics, improved sound and much deeper gameplay. Should be a corker if they manage to pull it off - it's certainly looking good so far. Watch this space for more info the very second it arrives!

ASSASSIN

TEAM 17 AMIGA

Team 17 have been a bit on the quiet side of late. No, the lads from Yorkshire haven't been out roistering away all the hard-earned they collected from sales of Alien Breed (a special version of which is being released on budget soon!) and the good-looking but bloody hard Project X - they've been hammering away at their latest creation, Assassin!

The evil dictator is hiding away from his less-than-happy subjects, deep within his underground lair. Not being the most pleasant boyo to grace high office, the people are searching for a hero to go deep into his lair and, well, assassinate him. And wouldn't you know it - you've been volunteered for the task! Don't worry too much, though; you're super fit and highly athletic as well as highly suicidal. Graphic excellence is the order of the day in Assassin, with the animation of the main character alone consisting of over a hundred frames! If this can manage to follow in the footsteps of their two previous fine efforts, Team 17 are onto a real winner here. Review coming soon - miss it and you'll be a sad case.

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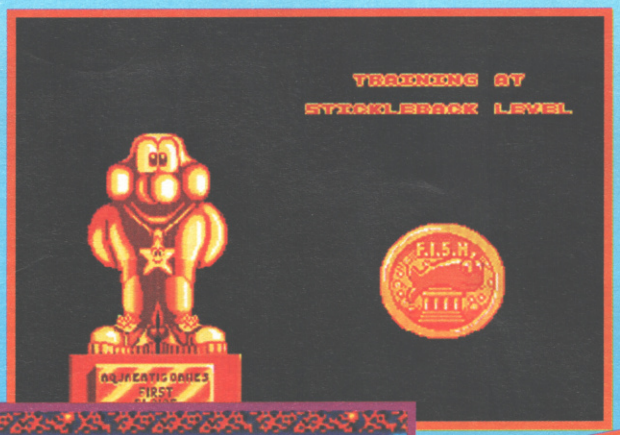
AQUA

James Pond is back! The secret agent star of Robocod returns in a multi-level extraveganza which ties in very nicely with the current sports fever! Aquabatics is the name, and the plot revolves around James having to get fit for his next big mission (not at all a hint for a further Pond adventure - stay tuned to CVG for further info!). You see, James likes to keep fit to keep in shape - only lately, that shape's been a sack of spuds - so it's out onto the track for a series of wacky piscine events! Millenium, the lads who wowed the world with the two previous James Pond games, are once again the team behind Aquabatics, published by EA. We've already had a right good play of an early version of the game and it's looking a right top treat! Stay glued to these pages for the full Review soon, and in the meantime just drool over these goodies!



FISHY, FISHY, OHH!

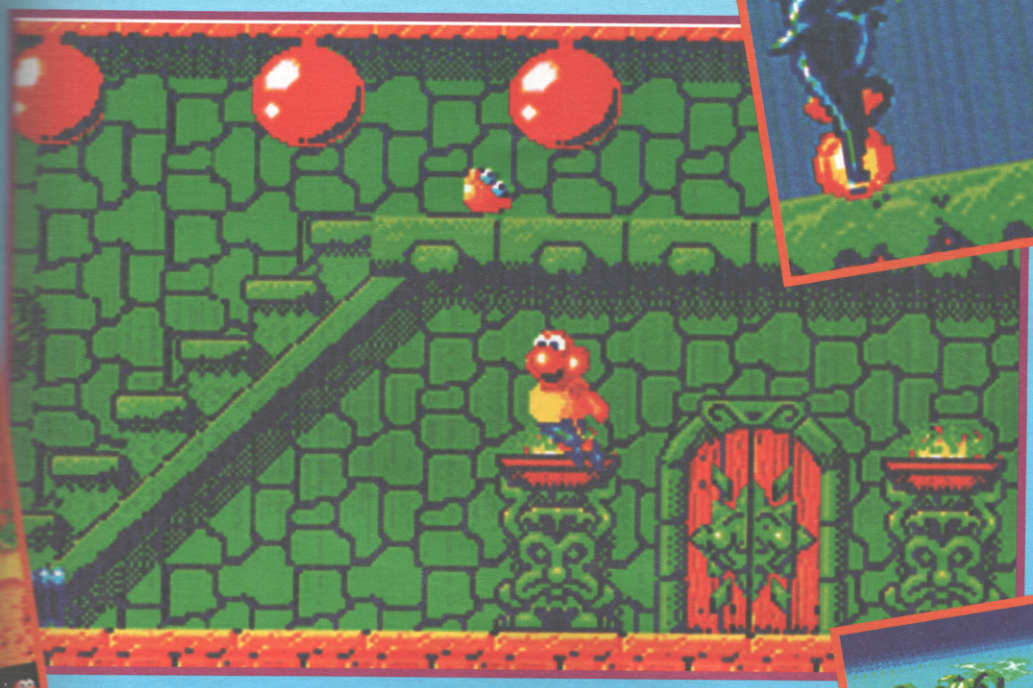
Feed The Fish will have you tearing your hair out with frustration! James is stood on a bridge, at either end of which is a vending machine full of sweeties. The object of the game is to fill your pockets with chews, bubblies and the like, then feed them to the fishes underneath the bridge. It's a madcap race to keep those fishies happy - if you don't, you fail!

ASS-KICKING PENGUINS OF DOOM!

Not for James the sad, racing around the track stuff that humans do! Our aquatic agent gets up to all sorts of way-out things and, although there are a couple of running events, they've been created with tongues very firmly embedded in cheeks. Just try standing around after the starting gun's been fired - a big penguin comes along and kicks you up the ass!

BATICS

ELECTRONIC ARTS ● MEGADRIVE ●



GO ON - FLIP A CLAM

Ever flipped a clam before? No, we didn't think so. But now you can! Pond has to use the clams to pop the balloons at the top of the screen, by nudging them with his flipper then, when they're high in the air, catching them in a bowl then launching them at the balloons. Clear the lot, and mind you don't stand on the black clams - they cause you to lose all the critters you've collected!

JAMES AND HIS BOUNCING BALLS

Another event has James trying not to wake up a herd of sleeping seals. Not to difficult, you may think, and you'd be right - except for the annoying get who keeps throwing beach-balls at the poor creatures. Old Pondy's got to head the balls off the screen - if a seal gets whacked twice, he wakes up and runs away!

SPONGE BOUNCING JOVIALITY

Bouncing about on sponges in a castle may not immediately appeal to you, but in aquabatics it's a right good giggle. A bit like the Hot-Dogging event on Ski Sunday, James must bounce high up in the air before performing a variety of twists and turns. You're judged on each one you attempt, and the object is to perform a certain amount of each move to win the event!

Welcome to this month's CVG Hall Of Fame, the ONLY place you'll find the world's greatest games in one place - the greatest games mag ever! Only the best of the best make it into the Hall Of Fame and this time round there are some real crackers! Your own personal lists are literally pouring in - we'll print a selection in the very next issue. The address is: **HALL OF FAME, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Just think - your own top ten could be sat alongside those of the CVG lads - so keep on sending 'em in!

SPORTS GAMES

1. KICK OFF 2
Anco - Amiga, Master System, Game Gear, Game Boy
2. SENSIBLE SOCCER
Renegade - Amiga
3. SUPER TENNIS
Tonkin House - Super Nintendo
4. PGA TOUR GOLF
EA - Megadrive, Amiga, PC
5. JOHN MADDEN 92
EA - Megadrive, Amiga
6. SPEEDBALL II
Mirrorsoft/Acclaim - Megadrive, Amiga, ST
7. EA ICE HOCKEY
EA - Megadrive
8. WWF
Acclaim - Super Nintendo
9. WINTER CHALLENGE
Accolade - PC
10. KICK OFF
Anco - Amiga

PUZZLE GAMES

1. TETRIS
Bullet Proof Software - Gameboy
2. LEMMINGS
Psygnosis - Amiga, ST, PC, Super Nintendo
3. KLAX
Tengen - Megadrive, Amiga, Lynx
4. SUPER TETRIS
Spectrum Holobyte - PC
5. DOCTOR MARIO
Nintendo - Gameboy, NES
6. PIPEMANIA
Amiga, Gameboy
7. COLUMNS
Sega - Megadrive, Master System, Game Gear
8. LOOPZ
Audiogenic - Amiga, Gameboy
9. BLOCK OUT
Rainbow Arts - Megadrive, Amiga
10. HATRIS
Bullet Proof - Gameboy, PC Engine

DRIVING

1. FORMULA ONE GRAND PRIX
Microprose - Amiga, ST, PC
2. STUNT CAR RACER
Microprose - Amiga, ST
3. F1 EXHAUST HEAT
Nintendo - Super Nintendo
4. F-ZERO
Nintendo - Super Nintendo
5. TOP RACER
Kemco/Gremlin - Super Nintendo
6. JAGUAR XJ220
Core - Amiga
7. LOTUS 2
Gremlin - Amiga, ST
8. SUPERCARS
Gremlin - Amiga, ST
9. ROAD RASH
EA - Megadrive
10. SUPER MONACO 2
Sega - Megadrive

PLATFORM GAMES

1. SUPER MARIO 3
Nintendo - NES
2. SUPER MARIO WORLD
Nintendo - Super Nintendo
3. SONIC THE HEDGEHOG
Sega - Megadrive, Master System, Game Gear
4. PC KID II
Hudson Soft - PC Engine
5. SUPER MARIO I
Nintendo - NES
6. PRINCE OF PERSIA
Masiya - Super Nintendo
7. SUPER MARIO LAND
Nintendo - Gameboy
8. TAZMANIAN DEVIL
Sega - Megadrive
9. ROBOCOD
Millenium - Megadrive, Amiga, ST
10. TERMINATOR
Virgin - Master System, Megadrive

ARCADE

1. **STREETFIGHTER '92** - Capcom
2. **STREETFIGHTER 2** - Capcom
3. **STARBLADE** - Namco
4. **STARGATE** - Williams
5. **DEFENDER** - Williams
6. **TOTAL CARNAGE** - Williams
7. **SMASH TV** - Williams
8. **STAR WARS** - Atari
9. **G.I. Joe** - Konami
10. **FINAL FIGHT** - Capcom

SIMULATIONS

1. FORMULA ONE GRAND PRIX
Microprose - Amiga, ST
2. JETFIGHTER 2
US Gold - PC
3. F15 STRIKE EAGLE II
Microprose - Amiga, ST, PC
4. FALCON 3.0
Microprose - PC
5. F117-A STEALTH
Microprose - Amiga, ST, PC
6. F19 STEALTH
Microprose - Amiga, ST, PC
6. JIMMY WHITE'S SNOOKER
Virgin - Amiga, ST
7. CHUCK YEAGAR'S AIR COMBAT
EA - PC
8. F-22
EA - Megadrive
9. DEVIL CRASH
Naxat - Megadrive
10. GUNSHIP 2000
Microprose - PC

CVG FAVE FIVES

TIM
TETRIS - Game Boy
SUPER TENNIS - Super Nintendo
STREETFIGHTER 2 Arcade, Super Nintendo
FORMULA ONE - Amiga;
ROLLING THUNDER 2 - Megadrive

PAUL
KICK OFF 2 - Amiga
SENSIBLE SOCCER - Amiga
CONTRA SPIRITS - Super Nintendo
FORMULA ONE - Amiga
PRINCE OF PERSIA - Super Nintendo

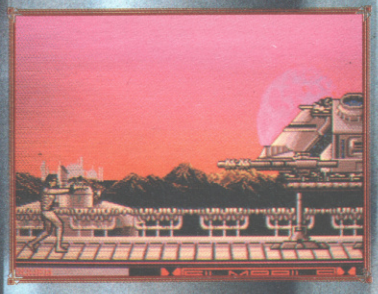
JAZ
SUPER MARIO 3 - NES
STREETFIGHTER 2 - Arcade, Super Nintendo
SUPER MARIO WORLD - Super Nintendo
TIME BANDITS - ST
STARGATE - Arcade

JON
SUPER SOCCER - Super Nintendo
PRINCE OF PERSIA - Super Nintendo
PGA TOUR GOLF - Megadrive
STREETFIGHTER 2 - Arcade, Super Nintendo
TAZMANIAN DEVIL - Megadrive

JENNY
STREETFIGHTER 2 - Arcade, Super Nintendo
PRINCE OF PERSIA - Super Nintendo
TETRIS - Gameboy
TAZMANIAN DEVIL - Megadrive
SUPER MARIO WORLD - Super Nintendo

STRATEGY/ ADVENTURE

1. HUNTER
Activision - Amiga, ST
2. RAILROAD TYCOON
Microprose - PC
3. STAR TREK
Interplay/EA - PC
4. EYE OF THE BEHOLDER 2
US Gold - Amiga, PC
5. DAMOCLES
Novagen - Amiga, ST
6. SIM CITY
Maxis - Amiga, ST, Super Nintendo
7. POPULOUS 2
EA - Amiga, ST, PC
8. ELITE
Firebird - Amiga, ST, PC
9. SIM ANT
Maxis - Amiga, PC
10. DEUTEROS
Activision - Amiga, ST



SHOOT 'EM UPS

1. CONTRA SPIRIT
Konami - Super Nintendo
2. DATASTORM
Visionary Design - Amiga
3. PARODIUS
Konami - Super Nintendo
4. SUPER R-TYPE
Irem - Super Nintendo
5. SMASH TV
Acclaim - Super Nintendo, NES
6. GUNHED
Hudson Soft - PC Engine
7. SUPER ALESTE
Toho - Super Nintendo
8. GYNOUG
Scopesoft - Megadrive
9. NEMESIS
Konami - PC Engine
10. UN SQUADRON
Capcom - Super Nintendo

BEAT 'EM UPS

1. STREETFIGHTER 2
Capcom - Super Nintendo
2. INTERNATIONAL KARATE+
System 3 - Amiga, ST
3. STREETS OF RAGE
Sega - Megadrive
4. FINAL FIGHT GUY
Capcom - Super Nintendo
5. FINAL FIGHT
Capcom - Super Nintendo
6. SUPER SHINOBI
Sega - Game Gear
7. TWO CRUDE DUDES
Irem - Megadrive
8. STRIDER
Capcom - Megadrive
9. BUDOKAN
EA - Megadrive
10. FIRST SAMURAI
Mirrorsoft - Amiga

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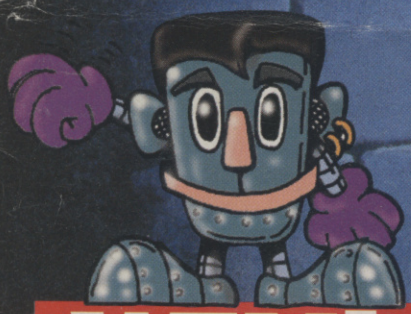

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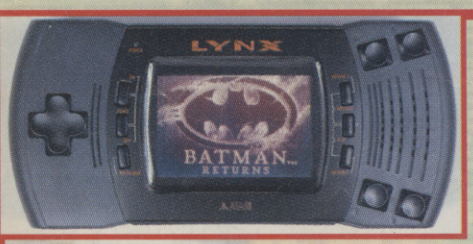

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HAND-HELD GO! VIDEO GAMES

AMAZING! **Sad mags insist on charging you the earth for low quality publications, but still *GO!* brings you all you need to know about hand-helds for *FREE!* You send us letters, you call us on the phone - you even bang at the door of *GO!* Towers to ask us why the hell we don't charge one single, solitary pee for the best hand-held mag in the cosmos! And we're not going to tell you; just enjoy getting all the top info on what's happening in the portable world for *NOTHING!***

Take a look inside these pages and you'll find the hottest news, reviews and previews around for your machine. Are we mad? Are we crazy? Are we completely off our trolleys? Probably! But who cares? Not us - we're just happy to bring you another jam-packed issue of fabulous, free *GO!*

TIM BOONE

GAMES IN THIS ISSUE!

ISSUE 11 SEPT

10 BLUES BROTHERS

Join Jake and Elwood Blues on their mission from God in this conversion of the cult movie! We've played it to death - and we've got an Exclusive GO!

12 PRINCE OF PERSIA

The Grand Vizier Jaffar has taken the princess hostage and it's up to the heroic Prince Of Persia to rescue her before she suffers a fate worse than death! What do we do about it? Bring you that all-important GO! Review, that's what!

18 SOCCER MANIA

You'd have to be nuts to buy this game - it's the pits! Just how bad is it? Just take a look at the GO! Review and laugh out loud!

22 HUDSON HAWK

Become baldy film star Bruce Willis and get up to all sorts of cat-burgling antics in the Game Boy version of the not-very-good movie! Don't worry - the game is much better.

24 NBA ALL-STARS CHALLENGE 2

Slam dunk with the best of 'em - twenty seven of the NBA's finest, in fact - in the sequel to NBA All-Stars. Is it an improvement on the original? Turn to that GO! Review and find out for yourself!

EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand JAUNTY YOUNG TYKE: Paul Anglin AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2. GO! EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: The bigger they are, the harder the cricket bat you'd better have on you COPYRIGHT WARNING: Just you try it, that's all...

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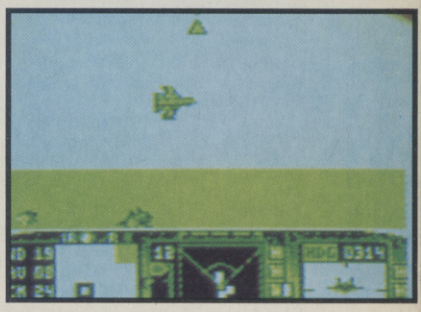
NEWS

THE EAGLE HAS LANDED

You've seen shoot 'em ups on your Game Boy. And platform games. And puzzlers. But now it's the turn of the flight simulation! And who better to create such a title on the little Nintendo than sim specialists Microprose? Having done the job on home computers, they've moved into hand-helds with the imminent completion of F15 Strike Eagle, a game based upon one of their biggest hits of the mid-Eighties.

Surprise surprise, you control an F15 jet fighter, equipped with the latest weapons technology. Go up against the enemy in an assortment of real-life scenarios, including Libya and the Persian Gulf. Take out the primary and secondary targets assigned by your commander then return to your aircraft carrier for screams of adulation and slaps on the back from your colleagues.



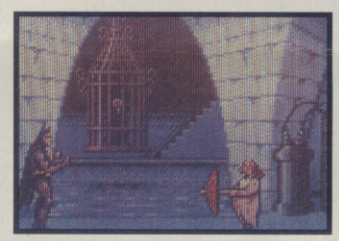
Microprose are stressing that this is a 'flying game' as opposed to a straight flight simulator and, indeed, the need to remove the keypresses usually so prominent in Microprose's games has meant that arcade action has had to come to the fore. We'll be bringing you the Exclusive GO! Review of F15 Strike Eagle next month, so prepare to put on your bomber jacket and starched scarf and shout 'Tally Ho, Chaps!'

SONIC-IN GLORIOUS LCD!

Now you can play Sonic without having to own a Sega machine! The spikey blue star now has his own hand-held LCD game, courtesy of Grnadstand. Battle against the despicable Doctor Robotnik as you attempt to rescue the woodland animals he's kidnapped across six levels, avoiding such hazards as fire, volcanoes, spikes and enemy robots both on land and above water!

Sonic The Hedgehog is part of the Tiger range from Grandstand and costs £19.99. Look out for it in toy shops across the land!

HOLY BAT PACKS!



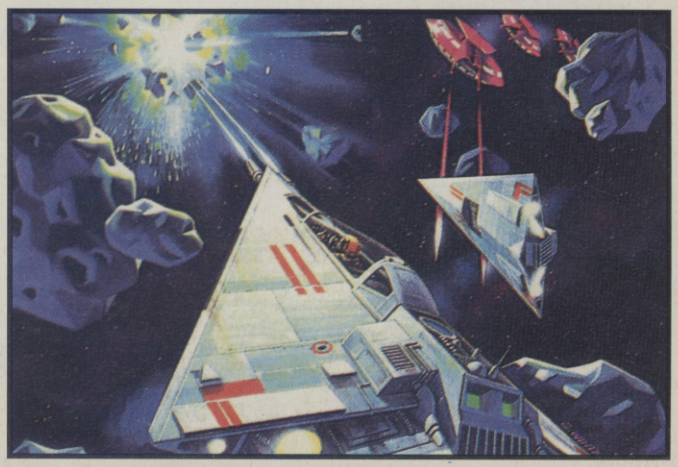
So it turns out that the Batman Returns movie, starring Michael Keaton, Danny de Vito and Michelle Pfeiffer isn't all that hot. That hasn't stopped Silica from putting together a rather neat promotion pack though. The Atari Lynx Batman Returns Pack is the name of the bundle, and for your £99.99 you get a really great deal including an Atari Lynx and - guess what - a copy of the Batman Returns cart!

Silica are reckoning on this bundle sailing out of the door - and why not? After all, the Batman Returns game is a far sight better than the film, scoring a more than reasonable 83% when we reviewed it last ish!

POCKET RELIEF FROM ACCOLADE

So you've wanted to rush out and buy a top game for your hand-held, only to discover that you're skint and can't afford the whacking twenty-five quid-plus price point? Well don't fret - for it seems as though companies are coming round to the idea of 'charge less, sell more'!

The first company to knock down their prices is Accolade, who are very generously putting out their classic coin-op conversions at a price even tinkers couldn't turn up their noses at. Basically, you can pick up Asteroids, Centipede and the best of the bunch, Missile Command, at a scandalously low £19.99! No doubt loads will be sold and, with a bit of luck, other companies will follow suit and hack off a few pence from their products!



CES-SA

GAMES! GAMES! GAMES! Zillions of amazing hand-held goodies were on show at the recent CES in Chicago, with some top titles lined up for gaming on the go! So what does the world's greatest hand-held mag do about that, eh? We list the lot, that's what! Some of these games are brill, some are crap and some may never appear at all - but inside this list is everything you'll be playing for the next year or so. Let's *GO!*

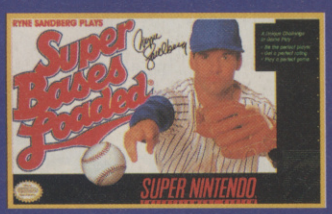
GAME GEAR

ALIEN 3 - ARENA; JUNCTION - BIGNET; SUPER SPACE INVADERS - DOMARK; PRINCE OF PERSIA - DOMARK; JAMES BOND 007 - DOMARK; GEORGE FOREMAN'S KO BOXING - FLYING EDGE; THE SIMPSONS - FLYING EDGE; SMASH TV - FLYING EDGE; SPIDER MAN - FLYING EDGE; WHEEL OF FORTUNE - GAMETEK; THE HUMANS - GAMETEK; ANDRE AGASSI TENNIS - TECMAGIK; PAPERBOY - TENGEN; MARBLE MADNESS - TENGEN; RAMPART - TENGEN; OLYMPIC GOLD - US GOLD; OUTRUN EUROPA - US GOLD; INDIANA JONES AND THE LAST CRUSADE - US GOLD; STRIDER II - US GOLD; TERMINATOR - VIRGIN; ROBIN HOOD: PRINCE OF THIEVES - VIRGIN; DOUBLE DRAGON - VIRGIN.

ATION!

GAMEBOY

TURN AND BURN - ABSOLUTE; SUPER BATTLETANK - ABSOLUTE; CROSSWORD CHALLENGE - ABSOLUTE; THE PUNISHER: ULTIMATE PAYBACK - ACCLAIM; DOUBLE DRAGON III - ACCLAIM; FERRARI GRAND PRIX - ACCLAIM; GEORGE FOREMAN'S KO BOXING - ACCLAIM; SIMPSONS II - ACCLAIM; MISSILE COMMAND - ACCOLADE; ASTEROIDS - ACCOLADE; CENTIPEDE - ACCOLADE; UNIVERSAL SOLDIER - ACCOLADE; MALIBU BEACH VOLLEY - ACTIVISION; HEAVYWEIGHT CHAMPIONSHIP BOXING - ACTIVISION; TRAILBLAZERS - ACTIVISION; NINJA TARO - AMERICAN SAMMY; ROLAN'S CURSE - AMERICAN SAMMY; MYSTERIUM - ASMIK; A-MAZING TATER - ATLUS; TOXIC CRUSADERS - BANDAI; EXTRA BASES - BANDAI; FACEBALL 2000 - BULLET-PROOF; HATRIS - BULLET-PROOF; MEGAMAN II - CAPCOM; MICKEY'S DANGEROUS CHASE - CAPCOM; BIONIC COMMANDO - CAPCOM; THE LITTLE MERMAID - CAPCOM; TALESPIN - CAPCOM; FIGHTING SIMULATOR: 2 IN 1 - CULTURE BRAIN; NINJA BOY - CULTURE BRAIN; NINJA BOY II - CULTURE BRAIN; NAIL 'N' SCALE - DATA EAST; TUMPLE POP - DATA EAST; SQUARE DEAL - DTMC; LAZLOS' LEAP - DTMC; HIGH STAKES - ELECTRO BRAIN; BRAIN BENDER - ELECTRO BRAIN; MOUSETRAP HOTEL - ELECTRO BRAIN; METAL MASTERS - ELECTRO BRAIN; "BEST OF THE BEST" CHAMPIONSHIP KARATE - ELECTRO BRAIN; JORDAN VS BIRD: ONE ON ONE - ELECTRONIC ARTS; ULTIMA: RUNES OF VIRTUE - FCI; BOXXLE II - FCI; OUT OF GAS - FCI; PROPHECY - GAMETEK; WHEEL OF FORTUNE - GAMETEK; JEOPARDY! - GAMETEK; INTRODUCING THE HUMANS - GAMETEK; DAEMONSGATE: DOROVAN'S KEY - GAMETEK; REVENGE OF THE GATOR - HAL; TRAX - HAL; SHANGHAI - HAL; HAL WRESTLING - HAL; TOM AND JERRY - HI TECH; BARBIE - HI TECH; BLACK BASS LURE FISHING - HOT-B; ADVENTURE ISLAND - HUDSON SOFT; ATOMIC PUNK - HUDSON SOFT; TRACK MEET - INTERPLAY; FOUR IN ONE FUN PACK - INTERPLAY; HAMMERIN' HARRY - IREM; CHOPLIFTER II - JVC; BASES LOADED FOR THE GAMEBOY - JALECO; FORTIFIED ZONE - JALECO; Q*BERT - JALECO; WORD ZAP - JALECO; RAMPART - JALECO; DR FRANKEN - KEMCO; SPY VS SPY: OPERATION BOOBY TRAP - KEMCO; SWORD OF HOPE II - KEMCO; TOP GUN: GUTS AND GLORY - KONAMI; ZEN - KONAMI; TRACK AND FIELD - KONAMI; TINY TOONS II - KONAMI; ROGER CLEMENS' MVP BASEBALL - LJN; WWF SUPERSTARS II - LJN; SPIDER-MAN II - LJN; CRASH DUMMIES - LJN; ALIEN III - LJN; PYRAMIDS OF RA - MATCHBOX; SUPER SCRABBLE - MILTON BRADLEY; PAPERBOY II - MINDSCAPE; MINER 2049ER - MINDSCAPE; SPEEDBALL II - MINDSCAPE; XENON II - MINDSCAPE; FASTEST LAP - NTVIC; POWER MISSION - NTVIC; DIG DUG - NAMCO; GREAT GREED - NAMCO; TAIL 'GATOR - NATSUME; SPANKY'S QUEST - NATSUME; SUPER HUNCHBACK - OCEAN; ADDAMS FAMILY - OCEAN; DARKMAN - OCEAN; LETHAL WEAPON III - OCEAN; COOL WORLD - OCEAN; BOGGLE PLUS - PARKER BROTHERS; MONOPOLY - PARKER BROTHERS; F-1 HERO - SEIKA; BATTLE BULL - SETA; Q BILLION - SETA; BATTLE OF THE KINGDOM - SOFEL; HOOK - SONY; HUDSON HAWK - SONY; SOCCER MANIA - SONY; DRACULA - SONY; WORDTRIS - SPECTRUM HOLOBYTE; FINAL FANTASY LEGEND III - SQUARE SOFT; BATMAN RETURN OF THE JOKER - SUNSOFT; BLAST MASTER BOY - SUNSOFT; THE FLASH - THQ; PIT FIGHTER - THQ; SWAMP THING - THQ; ROCKY AND BULLWINKLE - THQ; HOME ALONE II - THQ; ADVENTURES OF "STAR SAVER" - TAITO; THE FLINTSTONES - TAITO; KNIGHT QUEST - TAITO; BEACH VOLLEY 1992 GB CUP - TAITO; HIT THE ICE - TAITO; TECMO BOWL - TECMO; NINJA GAIDEN SHADOW - TAITO; THE BLUES BROTHERS - TITUS; TITUS THE FOX - TITUS; JACK NICKLAUS GOLF - TRADEWEST; SNEAKY SNAKES - TRADEWEST; SUPER OFF-ROAD - TRADEWEST; STAR WARS - TRADEWEST; EMPIRE STRIKES BACK - TRADEWEST; JIMMY CONNORS PRO TENNIS TOUR - TRADEWEST; LEGEND OF ZOD - VIC TOKAI; JEEP JAMBOREE - VIRGIN GAMES; MC KIDS - VIRGIN GAMES; ROBIN HOOD - VIRGIN GAMES.



MAILBAG

Those letters and piccies just keep on-a-comin' in droves! Welcome to GO! Mailbag; the place for you to air your views on what's hot and what's not about portable playing! The Sega vs Nintendo battle rages on, but a few of you would rather live in hand-held harmony!

What do you think? Why not tell everyone, by jotting down your opinions on a slip of paper and posting them to: PLEASE POSTIE, PROHIBIT PURLOINING OF THIS PROSE, PRESENT IT TO GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Just think - you could have your name in the world's best hand-held mag - and even win some software if your letter's the absolute tops!

ENLIGHTEN ME, WILL YOU NOT

Dear **GO!**,

Please would you answer my questions:

1. Do you know if there will be a wrestling game coming out for my Game Gear?
2. If there is, when will it be released?
3. Is it true that Double Dragon and Paperboy are going to be released on Gear?
4. I am thinking of getting Shadow Dancer, Mercs and Golden Axe for my Master Gear - are any of these games crap?
5. Will Sonic 2 be released on Gear?

By the way, someone wrote in saying that, after a few years, the Game Gear's screen goes blurry, but my Gear dealer said it could be mended. So there, Game Boy owner.

I think your mag is the best in the world and the Game Gear is the best hand-held in the world. Keep up the good work!

COLIN CALLANAN,
Co Sligo, Ireland

1. Yesiree - WWF is on its way to the GG.

2. Not until early next year.

3. You know your games - both are coming on Gear.

4. Paperboy should be here in a couple of months - a bit longer for Billy and Jimmy to show their faces.

5. It sure will be - check out the News!

WHINING WALLABY

Dear **GO!**,

Why do things always come so late to Australia? For instance, by the time the May issue of GO! gets here it's already half way through June! And the PC Engine GT still isn't available Down Under - neither is the Lynx 2! So by the time this letter gets to you, I'll probably be 21 years old!

BEN GRUNDY,
NSW, Australia

Guess what - Daniel Stevens of Ampthill, Beds, is more than a little keen on the Sega Game Gear. You'd never guess, would you.

STOP WHINGING, YOU SAD CASES

Dear **GO!**,

Dear me, the letters you're getting are so uptight and boring! It's like every hand-held owner is a five year old. I originally owned a Game Boy which was great until it broke so I got a Lynx. Both are excellent machines and I don't see what the fuss is about. Every hand-held has its down side:

The Lynx's lack of software.
The Game Boy's small, mono screen which blurs.
The Game Gear's cheap build and Master System type games which are looking dated.
The GT's high price.

But none of this actually spoils your gaming enjoyment, so all you miserable, sad, misguided fools can now take your heads from your asses and enjoy life.

One more thing - with the Lynx's lack of software, is its future assured against the Game Boy and Game Gear?

JON BEVERIDGE,
Hastings, E Sussex

It looks as though Atari are finally getting their act together as far as software releases are concerned - there's a ton of top stuff planned for the long term, so don't worry about game-lack problems.

CARMEN'S CRACKERS 1

Dear **GO!**,

I am writing in reference to Carmen De Bougonniere's letter in issue 9 of your brilliant mag. Carmen seems to think that the Game Boy is the best hand-held in the world. Now I did have a Game Boy (although I'm saving for a Game Gear) so I think I'm in a good position to comment. Certainly, the Game Boy does have a lot of good games, but so does the Game Gear. Also, unless you hadn't realised, the Game Gear has a great colour screen.

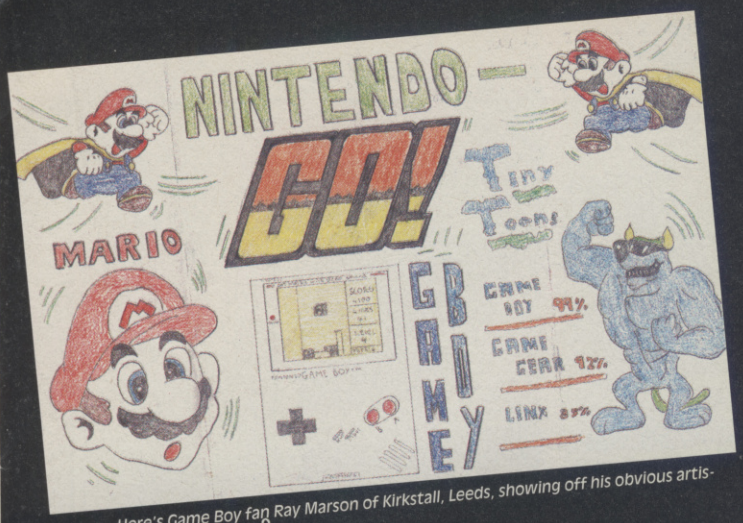
I'm not saying the Game Boy is really sad, I'm just pointing out the fact that it is not the best hand-held. I decided to get a Game Gear because it was worrying me that, when the colour Game Boy arrives the black and white Game Boy might be discontinued and all new games stopped. I like both machines but, for me, the Game Gear has the edge.

BEN WINNARD,
Formby, Merseyside

WHAT'S A WIDE BOY?

Dear **GO!**,

I was reading through issue eight of your totally excellent, utterly cool, fabuloso, brilliant mag, when I spotted a letter entitled 'Strike A Light! Where's The Light?' in GO! Mailbag. The reply said something about a Wide Boy which allowed Game Boy games to be played on a TV screen. This is confusing because in the Game Boy Lowdown in issue three there was a picture of another Wide Boy from Sunsoft which was a magnifier! Could you please explain this?



Here's Game Boy fan Ray Marson of Kirkstall, Leeds, showing off his obvious artistic talents!

I also have a few questions:

1. When will the Wide Boy (the TV screen one) be available in Ireland?
2. How much will it cost?
3. When will the Hyper Boy be available in Ireland?
4. How much will that cost?
5. Could you tell me more about the Wide Boy?
6. Please can I have a T-shirt?
7. Which is the best - Pitfighter, Battletoads or Tiny Toons?

Please answer these questions as they are puzzling me and my friend. Keep up the good work.

RORY O'KELLY,
Co Sligo, Ireland

PS Are back issues available?

1. It won't be, unless you're a Game Boy developer.

2. Nothing, if you're a Game Boy developer.

3. It's available from mail order companies - give 'em a call.

4. About forty quid.

5. Certainly. The Wide Boy is a well hard and dead expensive piece of kit that lets you play Game Boy games on the TV. It plugs into a Japanese Nintendo, and you slot the cart into the port on the side of the Wide Boy. You'll never be able to buy one, 'cos they cost a fortune and are only available to Nintendo developers. Sorry.

6. No.

7. How do we know - Pitfighter isn't even finished yet!

And if it's back issues you're looking for, drop a line to: CVG/GO! Subscriptions, PO Box 500, Leicester LE99 0AA. There's a nice lady there who'll sort you out!

I WANT GOOD GAMES, BOY!

Dear **GO!**,

I am about to buy a Game Boy. With the Game Boy, I have thought about buying a few games and, after reading GO!, I think I'll buy Super Mario Land, Terminator 2, Castlevania 2 and Tiny Toons. Are there any more great games that you would recommend to me? If so, please answer.

RAY MARSON,
Kirkstall, Leeds

PS I would just like to say your mag is great for us hand-held owners.

Take a look through the best hand-held mag in the world - everything you need to know is right there in GO!

I WANT TO LOOK A GIFT HORSE IN THE MOUTH

Dear **GO!**,

May I just say how good your magazine is? Ok, that's it for the ass kissing.

Why don't you sell GO! seperately, as well as giving it away free with CVG? That'd be great for all the hand-held owners who just buy CVG for GO! (like Ken Longton in issue nine) - they can either pay an extra 25p for two magazines or they can buy £1.50 for GO! and buy a Mars bar or something with the change. I'm sure GO! would outsell the other mags anyway.

Also, I agree with Simon Veal (issue seven) and Danny Pots (issue nine) about a Complete Guide to Hand-helds.

STEPHEN HOPE,
Chester-le-Street, Co Durham

PS Why can't people just be happy with the hand-helds they've got, instead of putting the others down?

We've said it before and we'll say it again. We don't want you to pay one red cent for GO! Call us mad, call us crazy, but we just don't care! Until it becomes impossible to do so, go stays at the reasonable price of £0.00 - and that's final!

CARMEN'S CRACKERS 2

Dear **GO!**,

I am writing to complain about Carmen De Bourgonniere's letter in issue nine of GO!. What on earth does she mean by criticising the Game Gear? Sure, the Game Boy is brilliant games machine but from where did she get the idea that there are less games on the Game Gear than on the Boy? Check out the awesome Master Gear, which allows you to play twice as many games as the Game Boy.

Has she played on a Game Gear? With comments like that, I don't think so!

MARK COBURN,
Needham Market, Suffolk

HAND-HELDS ARE FAB - IT'S OFFICIAL!

Dear **GO!**,

I have been reading your magazine for the last five issues and I am bored with people writing in just to say how good their hand-held is. When it comes right down to it they are all good in their own way. Personally I prefer the Game Gear, but this is how I rate all the hand-helds:

GAME BOY

The Game Boy has an excellent software base but is let down by the slow, small LCD screen. Also, the controls are too small and many add-ons are needed for night play or to even have a GG sized screen.

LYNX

This is probably the best for the money with an excellent screen but is too big and has a small software base and no useful add-ons. Cartridges are too flimsy.

LYNX 2

As above the machine is still uncomfortable to hold but is an improvement. A good buy.

GAME GEAR

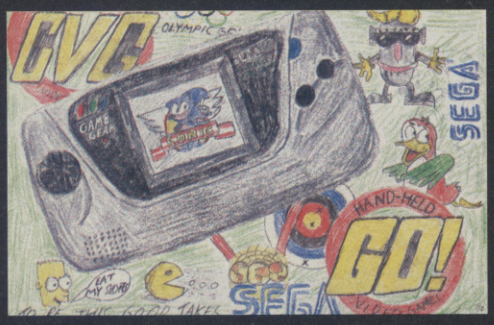
This is very comfortable to hold and has a good software base. The screen is of a good quality (contrary to popular belief). Although perhaps not as good graphically as the Lynx, the games are better.

PC ENGINE GT

the machine has too high a price and too small a software base. Also it has the same small controls as the Game Boy.

To summarise, if you want loadsagames, get the Game Boy. If you want action and puzzle titles - and colour - get the Gear. Finally, if you want quality but few games, get the Lynx.

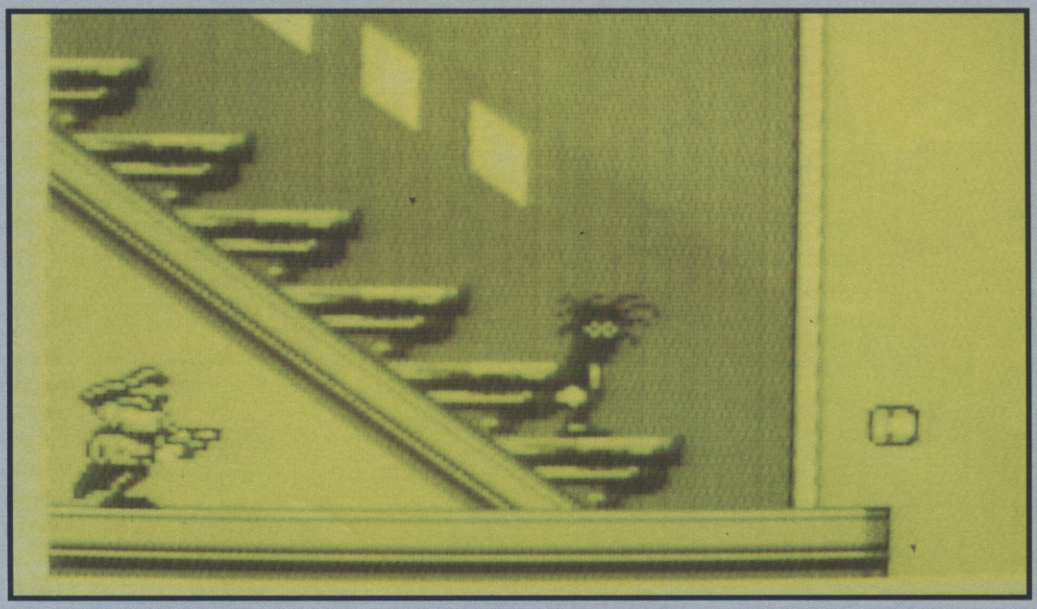
ADAM JUNIPER,
Bridgewater, Somerset



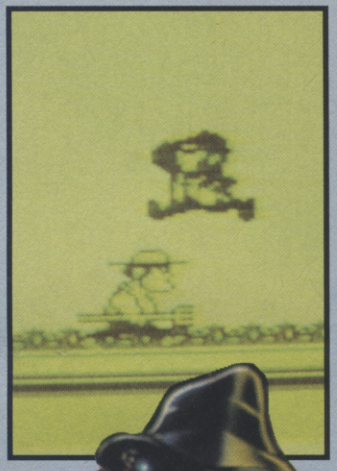
Not only can he write rather lengthy letters, but Adam Juniper of Bridgewater, Somerset, can also turn his hand to a bit of illustrative jiggery-pokery. What a boy!

"A strange license to pick up, but Blues Brothers has been turned into a surprisingly good platform game. Sprites are detailed and jolly and the music is a real treat. The action is fast and furious, with lots to collect and tons of baddies abound, aching to be sent packing. Blues Brothers will have you pulling on your shades and pork pie hats faster than you can say 'We're on a mission from God!'"

PAUL RAND

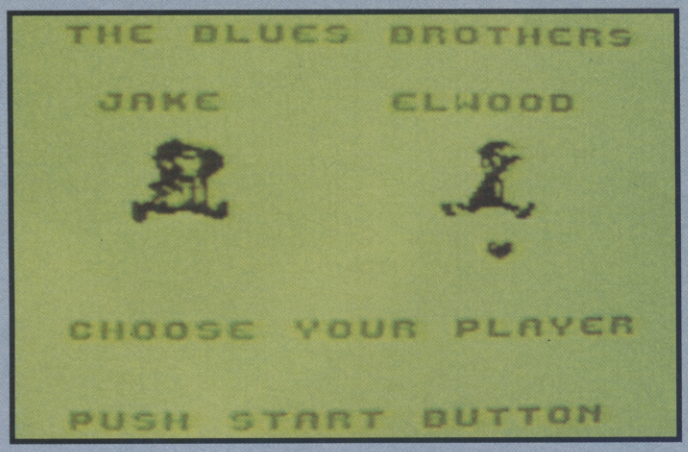


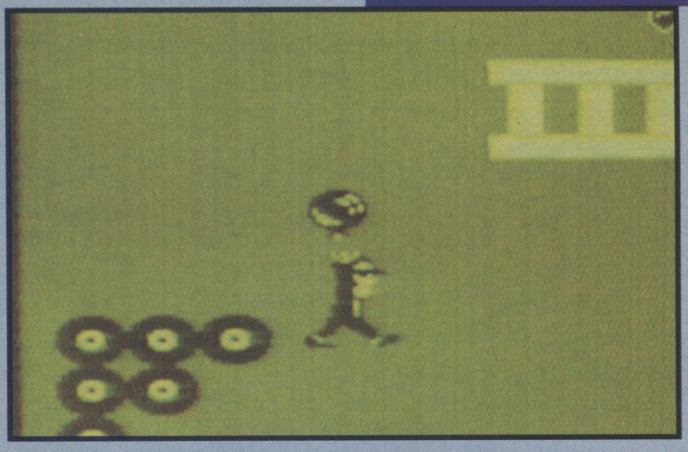
Ever wondered what the life of a blues singer is like? Preparing for the big shows, dodging screaming fans, trying to regain your equipment in time for the concert whilst dodging traffic cops. This is the predicament that Jake and Elwood Blues find themselves in - Josh McKenzie, the town sheriff has decided he wants no such goings-on in his town, so he's told the brothers to get out of the state or else he'll keep their gear. But jake and Elwood don't take kindly to threats, so off they set to reclaim their equipment.



GAMEBOY- £24.99

THE BLUES BROTHERS





Who ya gonna choose -- big Jake or skinny Elwood?

RUBBER BAND

The Blues Brothers only have a small band, so not much equipment, which is thankful seeing as you're the one who has to find it all. There's a different instrument on each level, and you've got to find them to finish that stage. The instruments include a guitar, headphones, microphones, speaker and a spotlight - get them all and the concert can go ahead!

TOOLS OF THE TRADE

Jake and Elwood are not totally alone in their quest. They can use a couple of objects that they find lying around, such as springs which help the brothers to jump higher and boxes which they can pick up and throw at approaching baddies.

GOLDEN DISCS

If you want to get some points, get some items! Pick up the following bits and bobs for big bonuses:

RECORDS - These are worth one point each and collecting 100 gets you an extra energy heart!

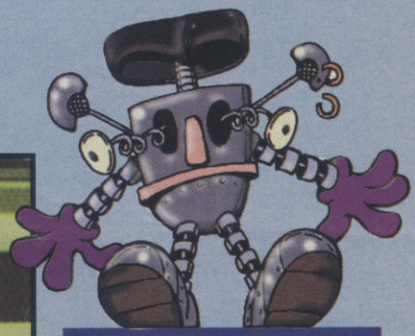
BROKEN RECORDS - Not as useless as you may think! These give you ten points when picked up.

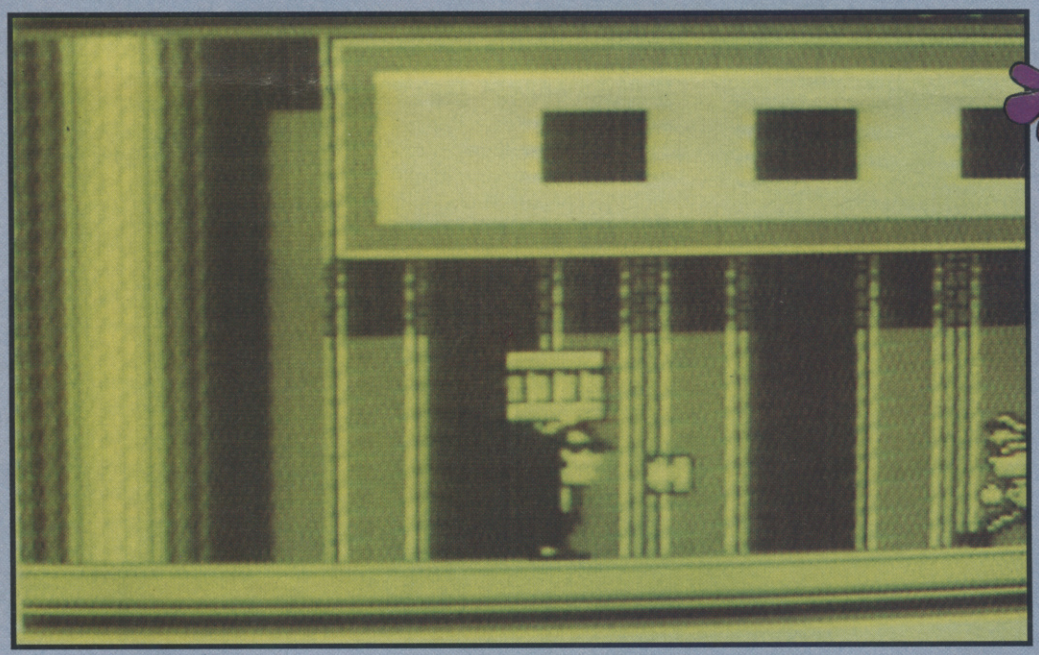
HEARTS - Grab these to get extra energy.

HAT AND GLASSES - Put 'em on for an extra life.

SHORT OR TALL?

If you can't decide which brother is tops don't worry, 'cos you can use either of them. There's no difference at all between the two characters, other than their appearance - Jake is the small, fat bloke and Elwood is the tall, scrawny feller.





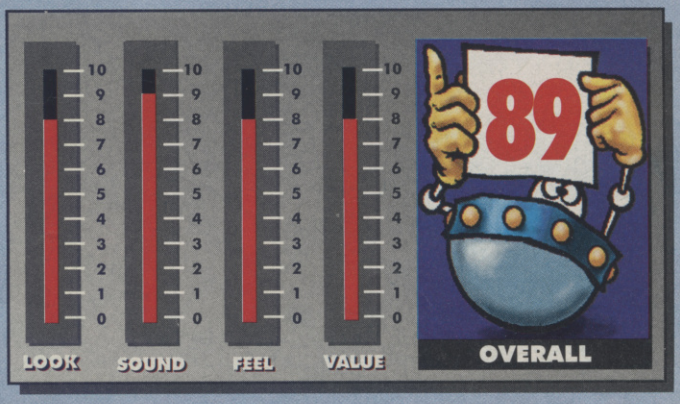
I was absolutely gaga about the film, and so I couldn't wait for this game. And I'm pleased to say that it more than delivers. The graphics are great, managing to capture the the look of the movie, and the platform action is a joy to behold. Blues Brothers is a great game - check it out.

PAUL ANGLIN

COP THIS

Not many people want the Blues Brothers to play the concert, judging by the amount of baddies after your blood! There's the cops of course, then there's Ringo, a demented farmboy who's quite handy with a pitchfork. Marylin the cook knows a thing or two about using plates as deadly weapons, while Bob may look like a happy tourist, but he's got one mean streak!

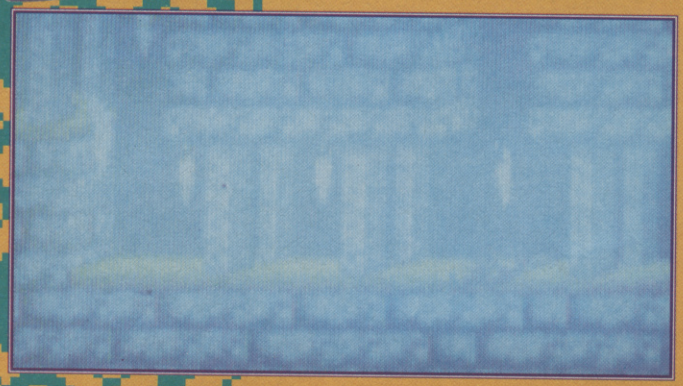
Leaping over the rooftops - not normally the sort of pastime you'd link with a top blues singer. Oh well...

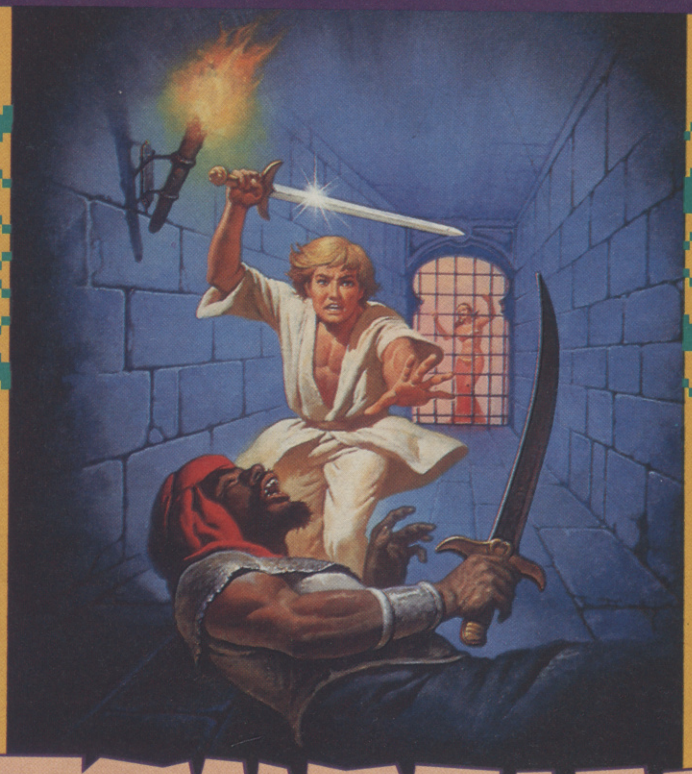


REVIEW

Oh lordy! The beautiful princess has been kidnapped by the Grand Vizier Jaffar and unless he agrees to marry him within the hour she'll be subjected to a fate worse than death, rapidly followed by death itself! Not a way to start a relationship perhaps, but if the Prince Of Persia has his own way, there won't be a relationship to start. So enter the castle of the venomous Vizier and take on his many guards as well as avoiding the sinister traps littering the castle dungeons. It's been said that only one person has ever left Jaffar's pad alive - and he spontaneously combusted soon after. Don't let that happen to the Prince Of Persia.

GAME GEAR- £29.99





Prince

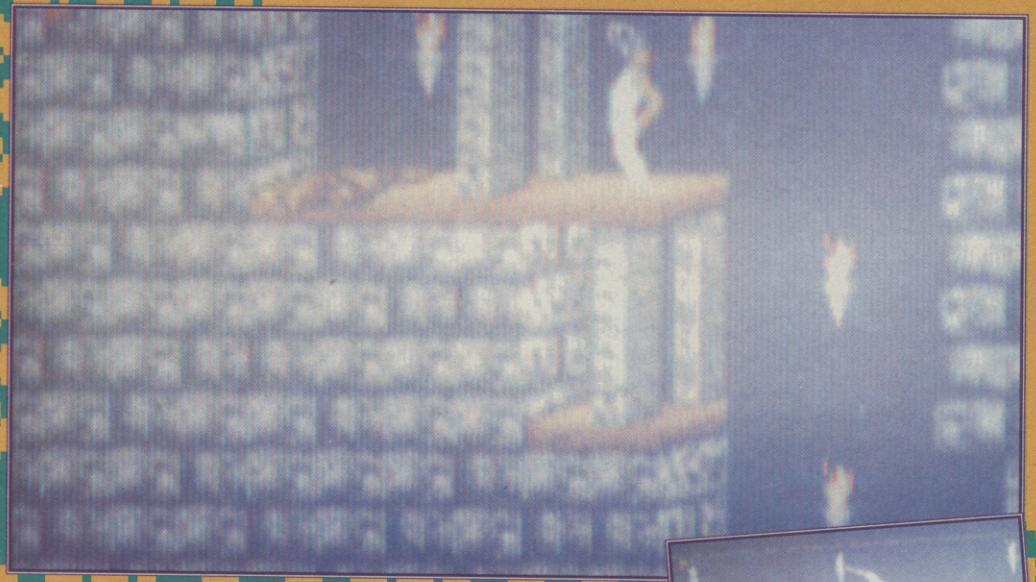
He's a fit lad, this Prince Of Persia - just look at him climb up that wall! Spiderman or wot?

SEEK THE SWORD

The first thing you'll need to do once inside the castle is find something with which to defend yourself, because without a sword you're a sitting duck for Jaffar's goons. There is a sword on level one, but you'll have to search for it - and keep out of the way of the guards until it's safely in your possession!

POACHIN' POTIONS

Vials mean smiles in Prince Of Persia - at least, most of them do. They contain potions, most of which will top up your energy of add another notch to your health bar, but some of them will actually drain you of your strength. Learn to distinguish between the different types and you're laughing - fail to do so and you'll probably end up as just another skeleton in Chez Jaffar



ALL THE TRAPPINGS

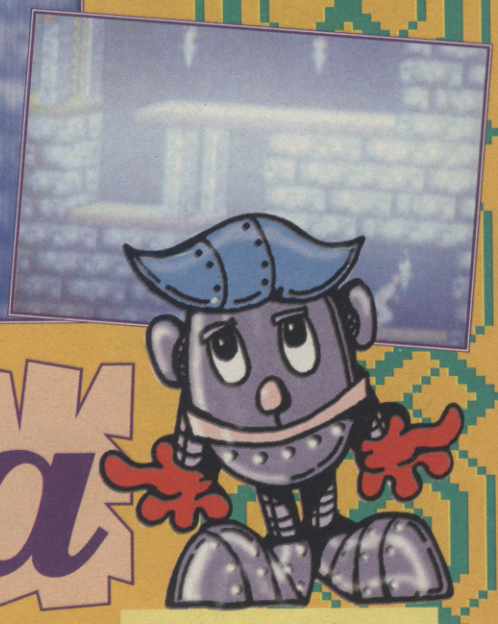
Watch where you're walking as you traverse the many levels in Prince Of Persia. Jaffar has laid an assortment of traps to trip you up every step of the way. False floors open up to send you crashing to your death, hidden spikes pop up to turn you into a kebab and massive slicers chop you in two! Whatever happened to being chained to the dungeon wall?

"There hasn't been a bad conversion of Prince Of Persia yet, and the Game Gear version doesn't break this marvellous run. Great animation of the sprites, and fast action combine with the need to make a map and, above all, think things through. Grab Prince Of Persia as soon as you can!"

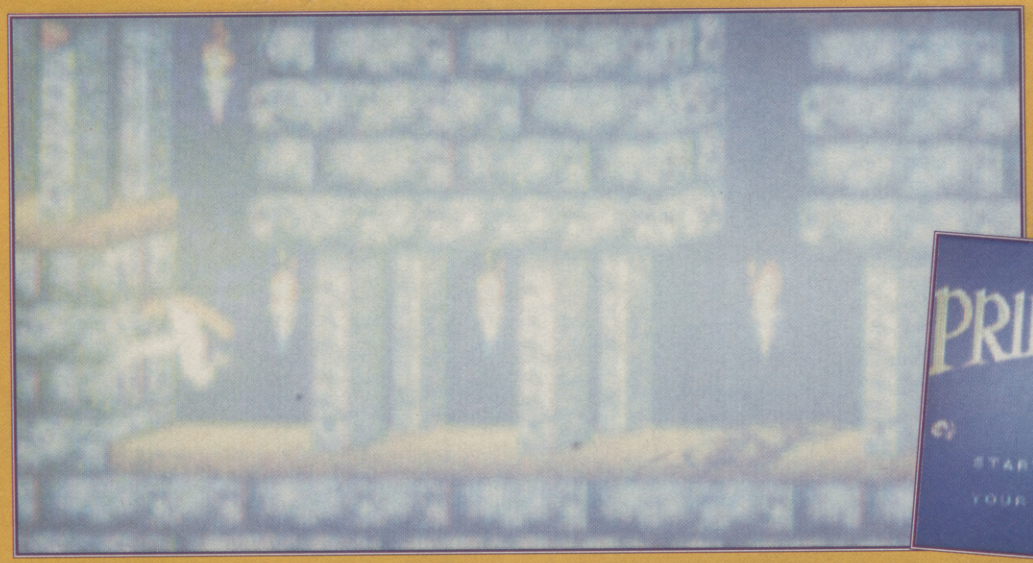
PAUL RAND

SHEIK IT UP BABY

These days, there are no princes in Persia. They're all sheiks, and they don't spend their days hunting around palaces looking for kidnapped girls. They're normally far too busy having wars and making vast amounts of money from oil revenues

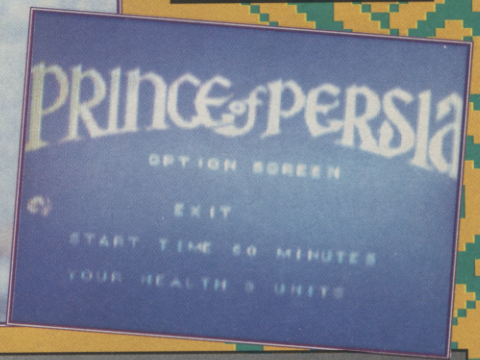


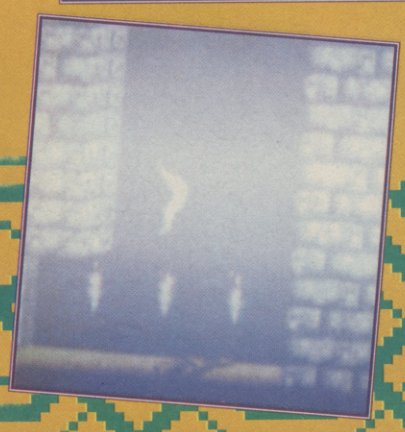
e of Persia



"Puzzling fun-a-plenty and no mistake! This is what Game Gear owners have been crying out for. Plenty of action, great graphics and absorbing gameplay. A winner!"

TIM BOONE

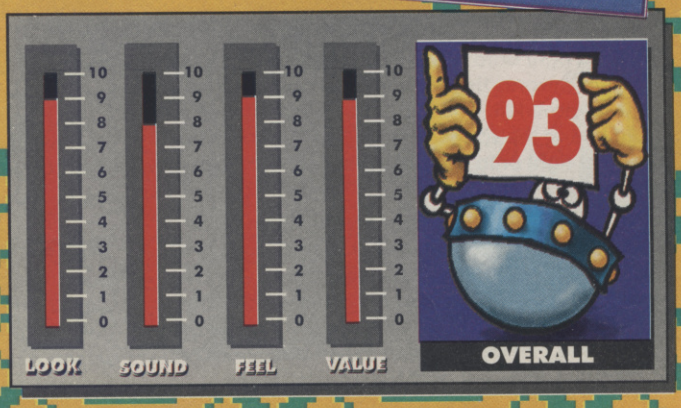




What a thickie! Sad old Princie tries to jump through a solid brick wall - without much success.

PASS IT ON

Every time a level is completed, you are given a password. Now the thing about passwords is that usually, they can be used to get you back to a position when you die. And guess what? Prince Of Persia's passwords are no exception! Just enter that code at the start of the game and you're whisked off to the respective stage!



TIPSTOP

HERE we GO! with more of your handy hand-held hints in TipStop! Those cheats are still flooding in - keep them coming - but we haven't seen much in the way of maps! We want you to send in a complete map of Batman - Return Of The Joker on the Game Boy, Wonder Boy III on the Game Gear or Toki for the Lynx; the sender of the best one will receive a smart software prize! Send all your tips, cheats, codes and maps to: OPEN ME! OPEN ME! I WANT TO NESTLE IN THE REALMS OF GO! TIPSTOP!, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

GAME BOY

ROBOCOP 2

Your move, creep. Ben James of Chelmsford, Essex, has come up with a top tip for this great game. Hold down A, B, START, SELECT and LEFT to see the end of the game!

DRAGON'S LAIR

Here we GO! with part two of our incredible Dragon's Lair solution, supplied by none other than the producers of the game, Elite! It's so big, we've had to split it up into three sections, with the final instalment coming your way next issue.

11. The upper portion of the game map is much bigger than the lower, but most of the problems are similar to ones you have already encountered. The first two crystals are easy to get - climb up the tree on the start screen and jump when at the top. Climb back down again and walk right onto the next screen.

12. Jump onto the mining cart and then jump up again as soon as it starts to move. You should land on the sphinx building. Move around the building, collecting the crystals and once finished, exit the screen by jumping left. Return right and the mining cart should have returned.

Jump onto the cart and, as it moves, collect the crystals on the way by jumping up and forward as before. Also, remember you can collect any crystals you miss by waiting for the cart to do a return journey.

13. Jump off upwards at the other end and collect all the crystals on the sphinx building. Jump right over the moving spike. Climb into the tree and move right onto the next screen, entering in the top-left hand corner. Here you will see a wheel in the air with a hat moving around underneath it. When the hat comes close, jump onto it, then off again onto the wheel, collecting the crystal on your way.

Jump back onto the hat and let it take you around, towards the next crystal. Jump off the hat to get this crystal and land on the tornado moving up and down. This will take you up to get another crystal. Once you have got this, jump right onto the next tornado to get the other crystal, then walk right onto the next screen.

14. Walk right onto the conveyor belt and let it take you right towards the skull. As you reach the skull, press to move left. This should stop you moving and avoid hitting the spikes. Jump up onto the moving skull and right onto the girder, moving right onto the next screen.

15. Here you can see more girders moving about. Stand on the left ledge and wait for the lower girder to come close. When it does, jump right onto it the quickly jump right again, over the post and right again to land on the right side ledge. Stand below the moving platforms and jump upwards, from one to the other, then left onto the top platform.

Jump onto the moving platform to the left and move across, jumping and collecting the crystals on the way. When you reach the end, wait for the platform to reach the left-hand side, then jump left onto the stationary platform to get the other crystal. Walk left onto the previous screen to get the crystal which you missed under the tree. Return right the same way as you came but jumping right at the top, onto the next screen instead of moving down on the skulls.å

LYNX

VIKING CHILD

It's only apt that a Scandinavian should send cheats for Viking Child! Colm O'Connor from Copenhagen, Denmark, wows the world with his knowledge of the game's passcodes - take it away, Colm!

LEVEL 2 - OMEGAMAN
LEVEL 3 - PATRICIA
LEVEL 4 - REDDWARF
LEVEL 5 - DEWSBURY

BLUE LIGHTNING

Colm O'Connor thinks this arcade flight game is the business - and he's finished it as well! Here's the codes for each level!

LEVEL 2 - PLAN
LEVEL 3 - ALFA
LEVEL 4 - BELL
LEVEL 5 - NINE
LEVEL 6 - LOCK
LEVEL 7 - HAND
LEVEL 8 - FLEA
LEVEL 9 - LIFE

GAME GEAR

SONIC THE HEDGEHOG

RAF lad Greg Adams, BFPO 25, is silly over Sonic - he's been playing for ages and has found a great way to avoid the advances of evil Doctor Robotnik!

BRIDGE ZONE - ACT THREE

Run left for an extra Sonic then turn right. Go up the small hill and roll down the other side at full speed, making sure you roll all the way over the bridge. If you do this correctly you will find that Dr Robotnik won't fire at you!

PUTT AND PUTTER

Busy Greg Adams is also gaga over golf - which explains this fine cheat for Put and Putter! When the intro begins press B and START for a secret option screen with sound test, button setting and the option to select the number of balls.

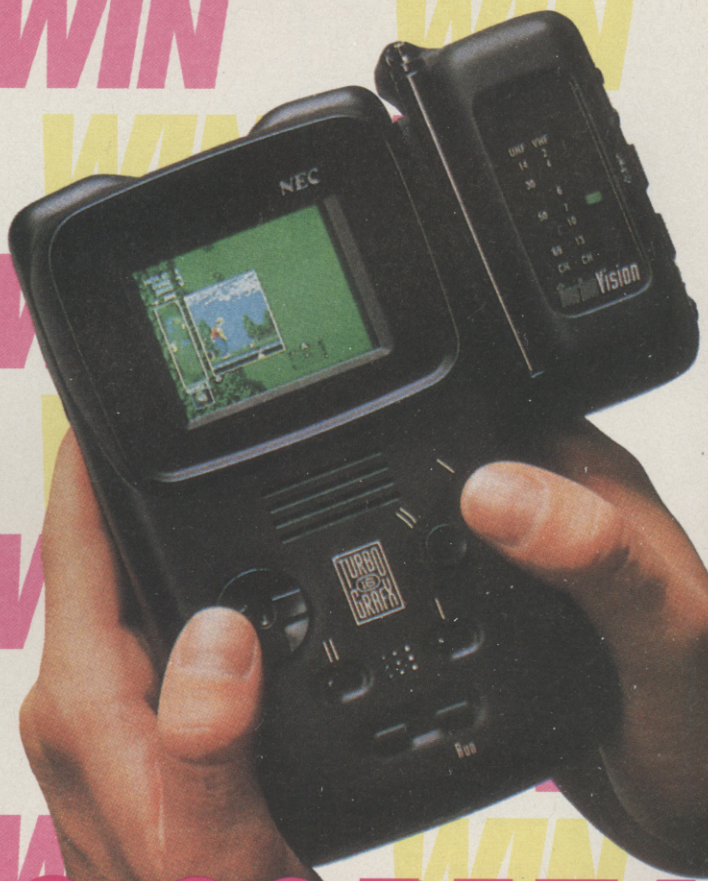
COMPETITION

WIN EVERY HAND-HELD! AND A GAME FOR EACH!

It's incredible! It's the competition no-one can miss! Yet again, the greatest hand-held mag in the world comes up trumps with one astonishing competition! We're quite literally going to GIVE AWAY a Game Boy! A Game Gear! A Lynx! A PC Engine GT! And a top cart for each one!

One oh-so-lucky reader stands to win all of these great goodies - worth OVER SIX HUNDRED POUNDS! And there couldn't be a simpler way to enter! Just phone the GO! Hotline Number and answer the questions you'll hear. That's it! Just put your thinking caps on, dial that number and answer away! Who knows, it could be YOU who owns every hand-held monster known to man - so get dialling NOW!

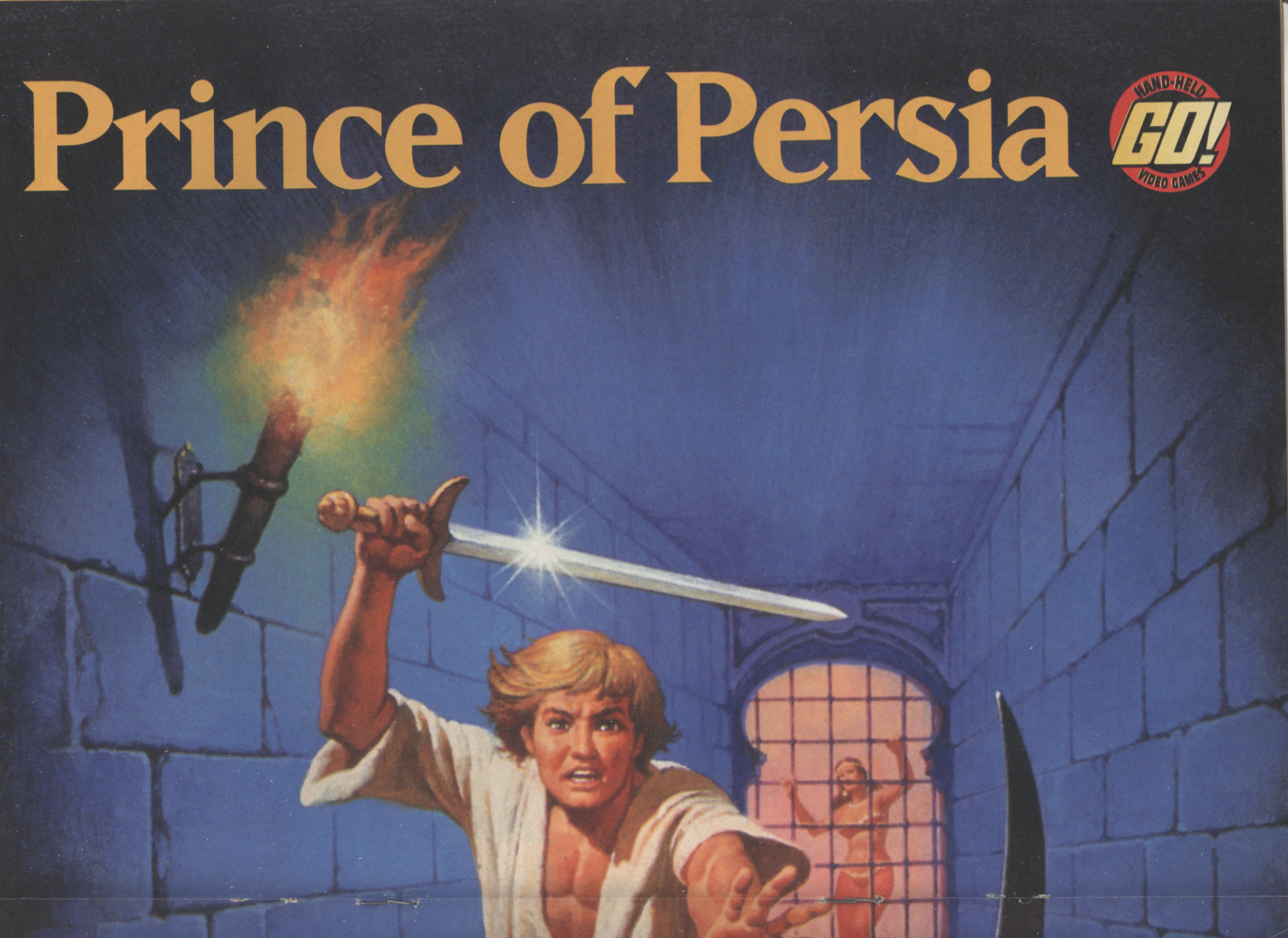
SPECIAL NOTE: Make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off-peak) and 48p per minute (peak rate).



PHONE 0839-335574

Prince of Persia

HAND-HELD GO! VIDEO GAMES

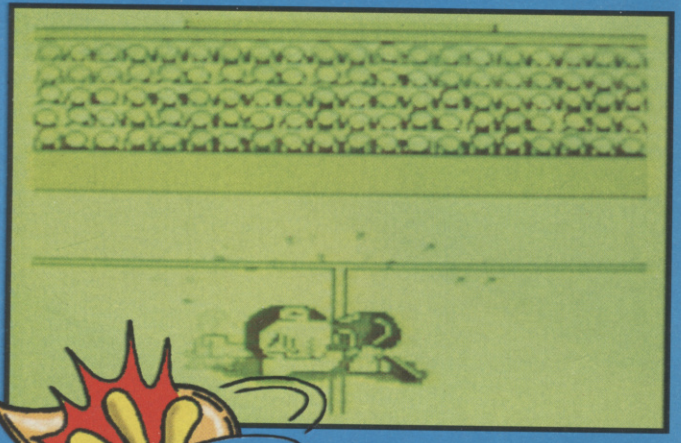


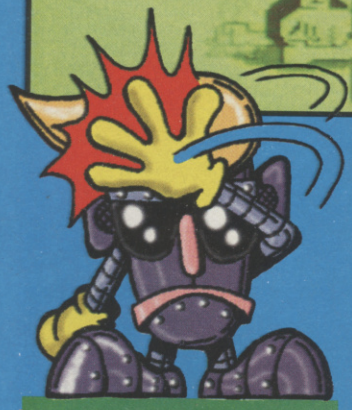
REVIEW

SOCCER

The USA soccer team has made it through to the World Cup Championship Tournament for the first time in history. And if you can believe that, you'll believe anything. Anyway, they're there and now they face the five most awesome teams in the world if they want to win and face the mysterious All-Star Team. Do you have the soccer skills to take the yankee boys through to World Cup glory? Do you have the talent to succeed? Have you made sure the cheerleaders and hot-dog stalls are in place? Are you ready to chew lots of gum and make a fool of yourself from the touchline? Game on!

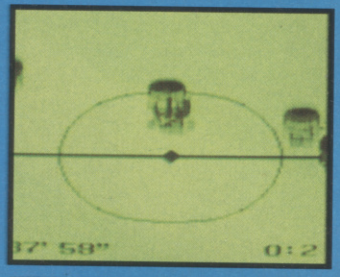
GAMEBOY- £24.99

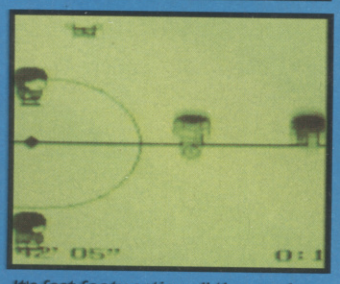




"Awful! Awful! Awful! Quite how the programmers had the nerve to shove this load of old garbage onto Game Boy cartridge is just beyond me. Soccer Mania is a shivering wreck of a game to be avoided at all costs."

PAUL RAND





It's fast footy action all the way in Soccer Mania - pity the game is a pile of doggy doo.

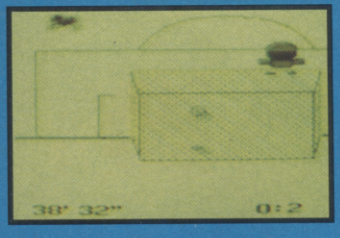
OAP ALL STARS

Right, you need to be warned about this. This game is all about America getting through to the climax of the World Cup, and so you have to play them AGAINST England. It doesn't matter if you happen to think that America are complete crap at footy (and you'd be right) but that's the team you're controlling and that's all there is to it. Stare at the options screen in dismay while looking at all the teams you CAN'T play and you'll cry like Gazza because you ended up with a load of corn-on-the-cob cretins who think a great way to play football is to wear loads of padding, run around with the ball, take a break every sixty seconds and earn loads of cash at the SuperBowl.

GERIATRIC ELEVEN

Right, let's not beat about the bush. This game is SLOW. It's..so...slow....it's.....making.....me.....drowsy just writing about it. The players lumber round in slow motion and by the time they finally get to wherever the hell the ball was it's long gone. So you go lumbering after it again and eventually catch up. Guess what? You've got possession! How do you know this? Easy - your boyo starts to spray head sweat in every direction as he ambles up the field and punts the ball in the direction of the goal. Exciting, eh?

MANIA



And the number ten shoots! He scores! It's a goal! Who cares? Nobody! Oh well.

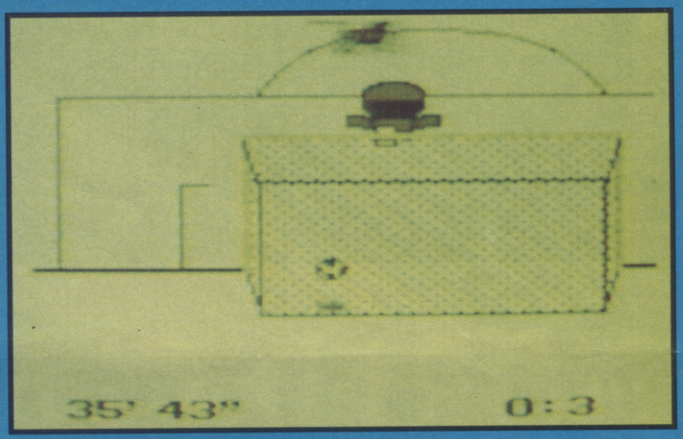
THANKS...to Shekhana Consoles (081 340 8565) for the review cartridge.

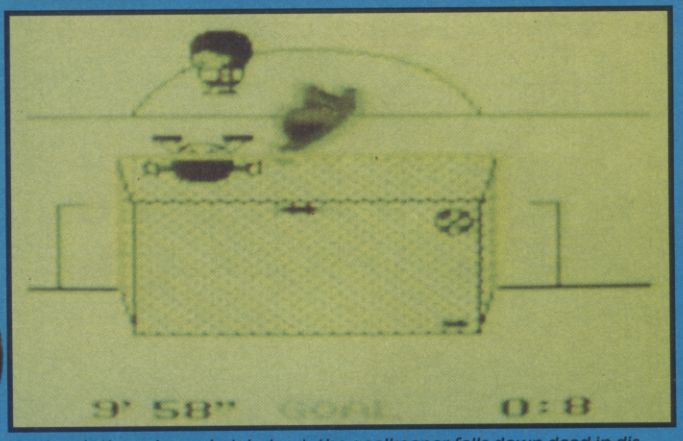
"This could just be the most frustrating and generally bloody awful hand-held game I've ever played. Nothing quite comes close to its shambling sadness and the only thing I can recommend about the game is that you can always turn it off. Avoid like the Jimmy Hill."

TIM BOONE

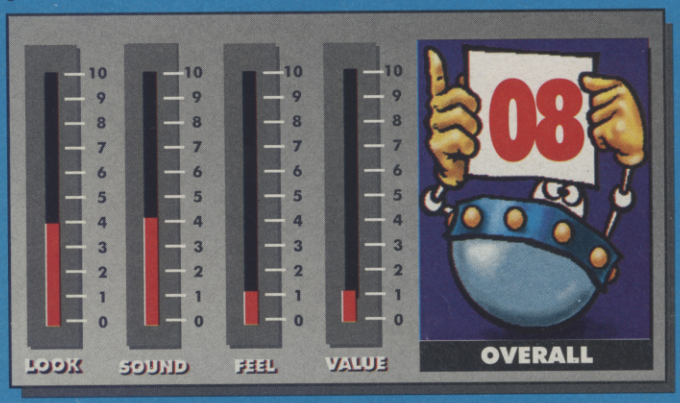
SLOW-STARTERS SELECT

Controlling your player couldn't be easier - as soon as you accept that you can hardly control him at all! Basically the control method on Soccer mania is so bad you'll almost swear you aren't playing at all. Luckily, the computer's fairly crap as well - so the pair of you will wander aimlessly around the field desperately trying to catch up with the ball, not knowing quite what to do with it once you've got it. All of this adds up to make the game as exciting as a Saturday afternoon in the Sock Shop, and you'll probably end up kicking the cartridge around the living room for a bit of a laugh.



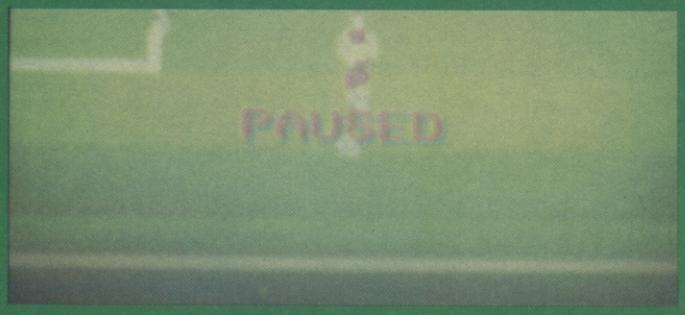


As the ninth goal goes in (oh dear), the goalkeeper falls down dead in disgrace. At the score, not the game. But he'd be forgiven for either.



REVIEW

Five minutes gone with the scre at 0-0 and, erm, nothing of any excitement has happened as yet. Sorry.



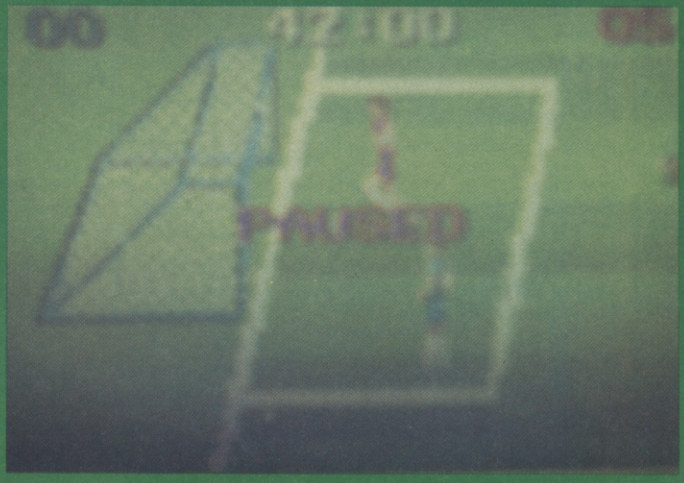
The crowd are in full voice, awaiting the arrival of the two teams - and here they come! What a match this set to be between the Southampton Sunday League and the Portsmouth Part-Timers. Well okay, so World Class Soccer is an international footy game but the principle is the same. Up until now, the Lynx hasn't had one soccer sim - does the first example of the genre make it onto the scoresheet? Or will it be hobbling off at the thirteenth minute with chronic groin strain?

LYNX- £29.99

WHAT A JERK

World class Soccer attempts something quite bold on the Lynx; it tries to switch from one position on the screen to another very quickly in an attempt to keep the game moving at a decent pace. Unfortunately it doesn't at all work and the result is extremely jerky and generally horrid scrolling.

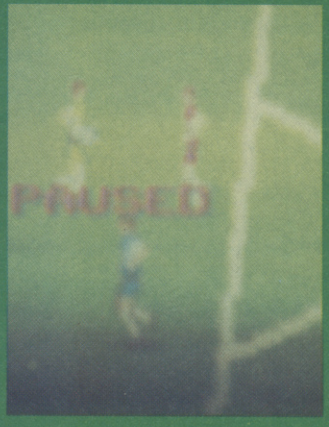
Wait a minute - forty-two - nil? Surely not! Oh, that's the time! You'd better get a move on, hadn't you, otherwise you're going to get stuffed!



WORLD CLASS SOCCER

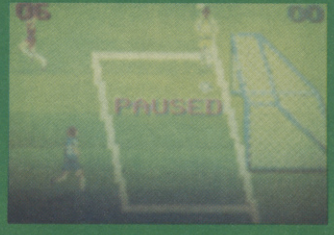
World Class Soccer could have been top of the League, but as it turns out it languishes in Division Three. Graphics are jerky and you just can't follow what's happening on-screen. An attempt at clever programming which has resulted in a generally unplayable soccer sim.

PAUL ANGLIN



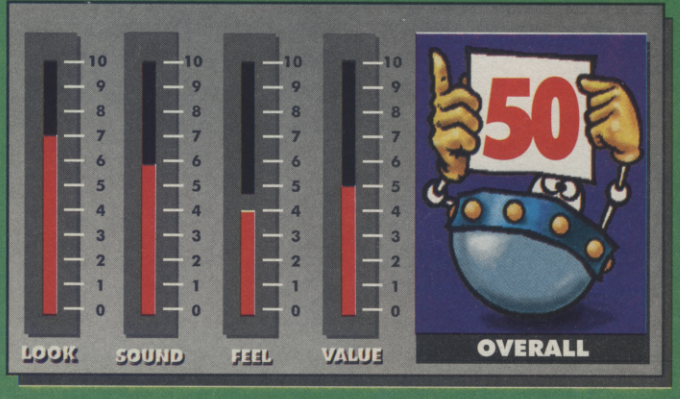
PICK A COUNTRY - ANY COUNTRY

As this is the Nineties and all countries seem to be getting along famously, World Class Soccer lets you take your pick of any nation.As in real life, you've got your top teams like Brazil and Argentina, not to mention your lowly sides such as Albania and Burma. Burma?!



SIMPLY NO ALTERNATIVE

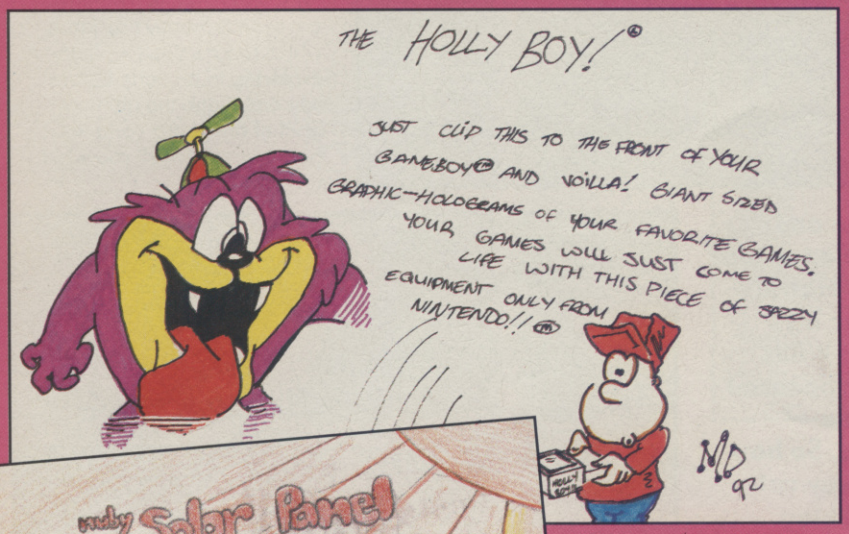
If you're looking for alternatives to World Class Soccer, you're hardly going to be spoilt for choice - there aren't any. Mind you, Manchester United is currently being converted by original publishers Krisalis - and from what we've seen it's looking not too bad

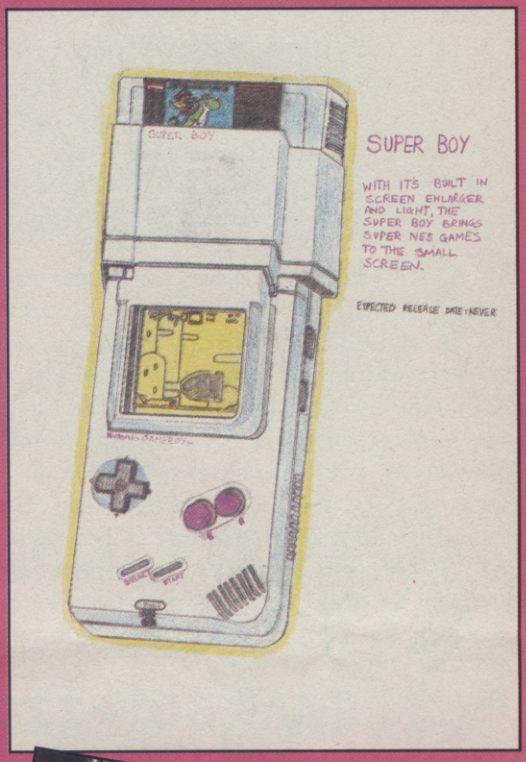


NUBY COMPO WINNERS!

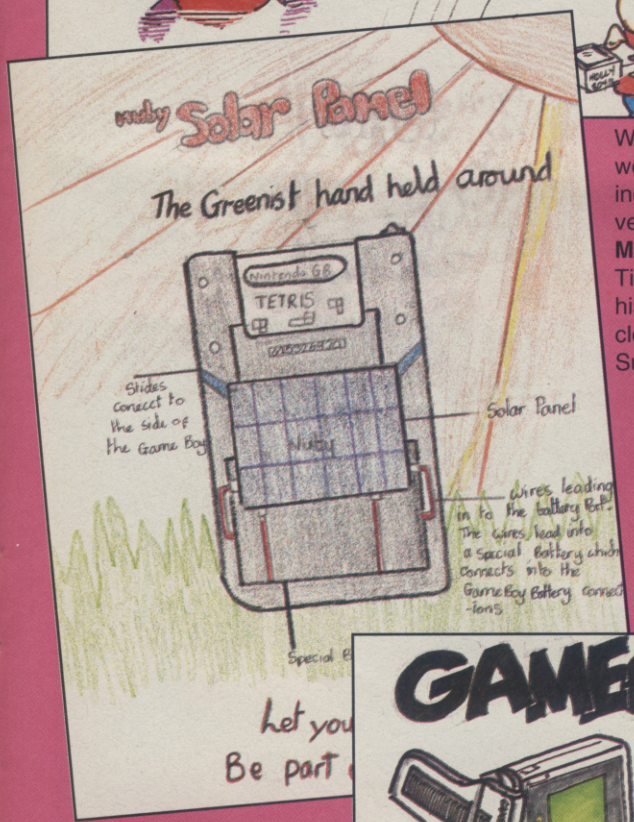
Here they are! The winners of our Nuby Add-on Competition! We asked you to put pen to paper and design a top add-on for the Game Boy - and you lot sent in your entries in droves! It was almost impossible to pick out the five lucky recipients of a bundle of Nuby peripherals - but pick 'em out we did! Just check out this cracking quintet of excellent additions to the Boy, and keep those eyes peeled on GO! for more brill compos to come!

Just imagine - life-size holograms emanating from your Game Boy! That's the wish of Nottinghamshire's **Mark Dickson** - well done!



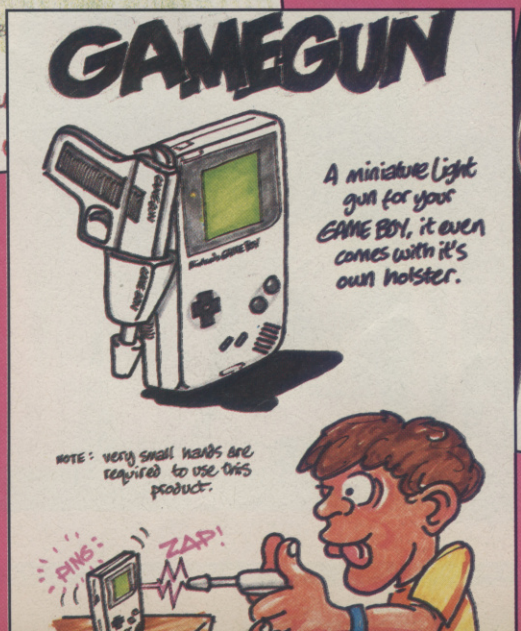


What a superb idea! And we bet Nintendo are working on this little baby at this very moment - NOT! **Matthew Meadows** of Timperley, Cheshire sticks his head firmly in the clouds with his smashing Super Boy!

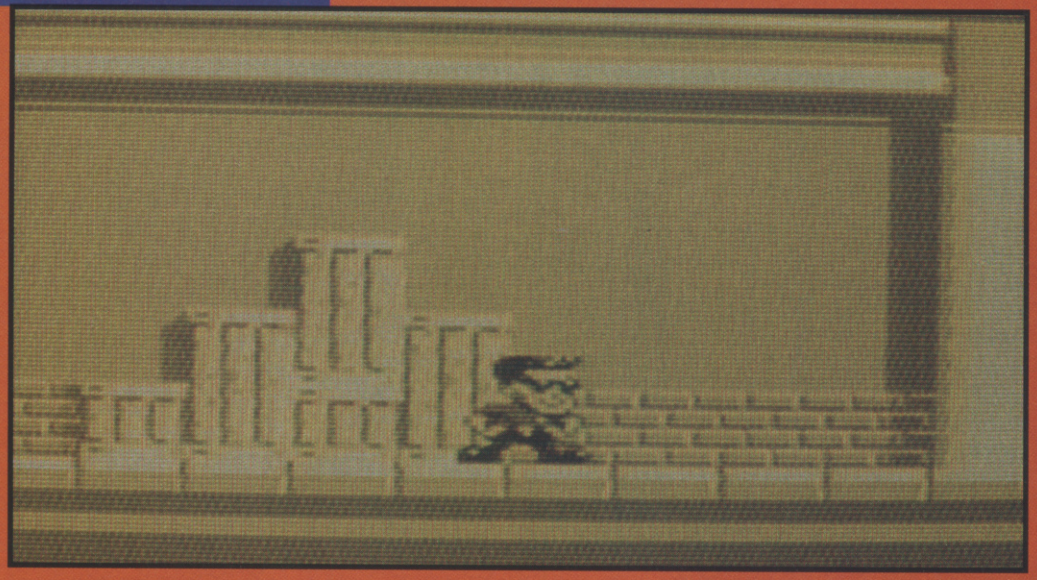


Battery run-out would be a thing of the past with the Nuby Solar Panel, a clever little design proffered by none other than ten-year old **Natalie Sweet** of Hyson Green, Nottingham.

Beside every Game Boy there's a Game Girl - or so **Robin Gibbens** of New Malden, Surrey, reckons. We think it's ace - and so does GO! Girlie Sarah, the star of the piece!



Dagnabbit, pardner! If it ain't that there Game Gun, which **Phil Broadway** of Fareham, hopes will come true. Are you taking notice, Nuby?

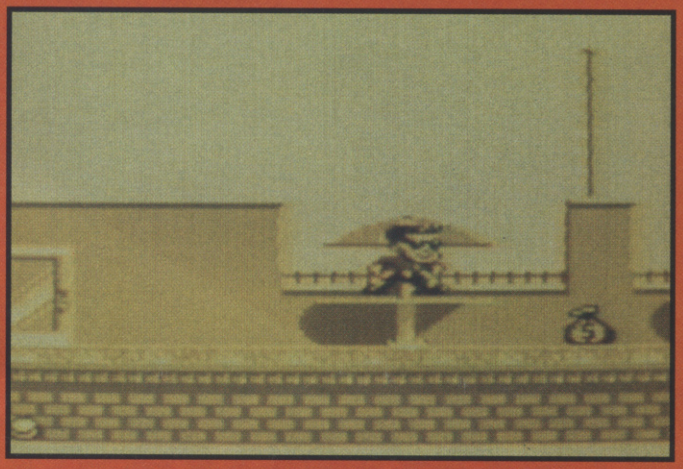


NOTHING FOR A PAIR...

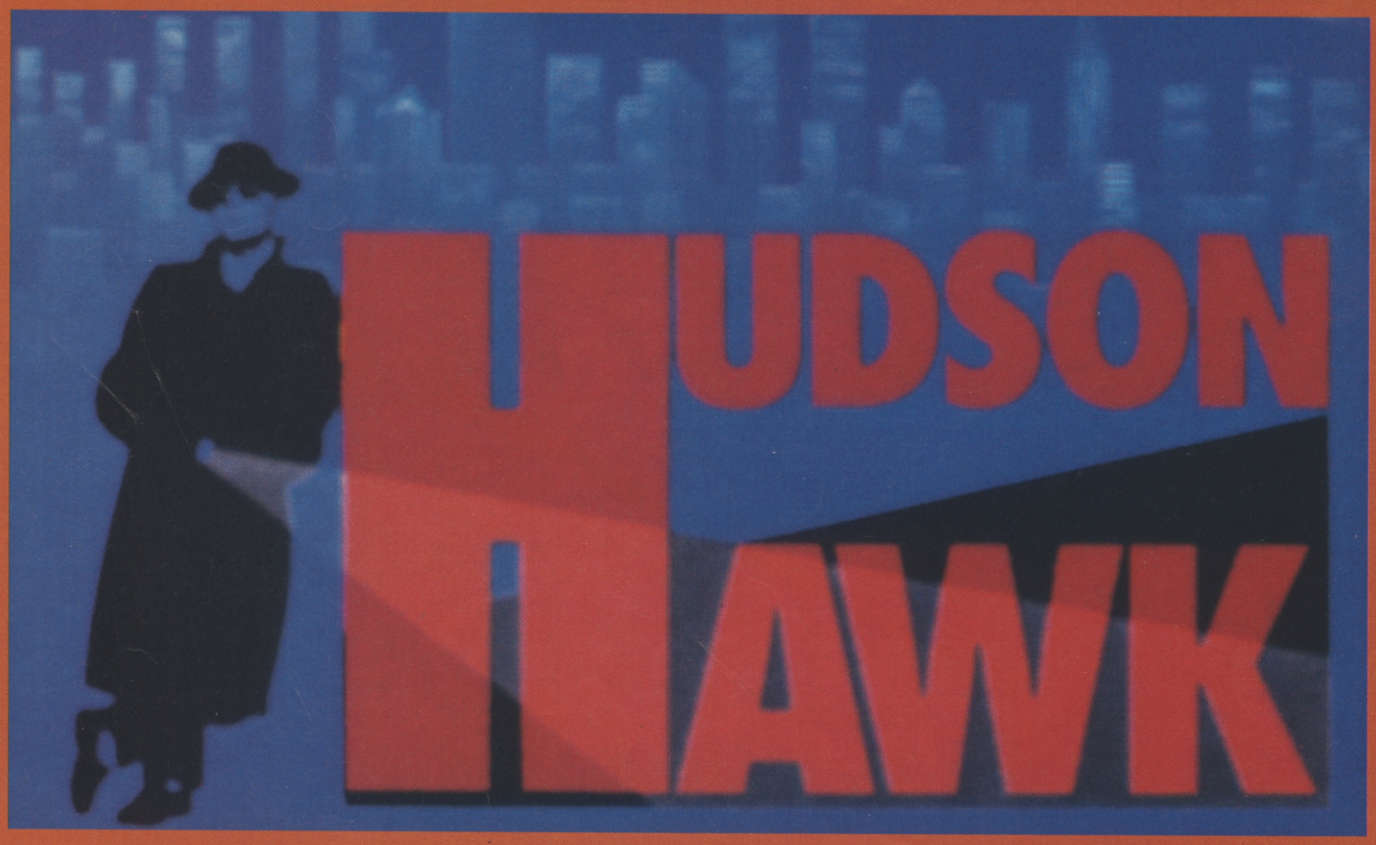
Hudson Hawk takes place inside a HUGE city building stuffed full of walkways, elevators, security guards, hidden traps, perils, bags and bags of money and a few priceless treasures. Now it doesn't take Brain of Britain to work out which ones to aim for and which to avoid, but sometimes old judder jaw can get into a right old mess. No two levels are even remotely the same, which means there's plenty of exploring to be done before you can reach the ultimate goal of the game - and we'd be spoiling it to tell you what that is!

He's cool, he's hard, he's handsome and suave. He's, um, well he's a bit of a tea leaf actually - and his name's Hudson Hawk! Yes indeedy, you might just remember the all action thrills 'n' spills film starring Bruce Willis which came out earlier this year and disappeared fairly soon after. This was a bit of a shame because the movie wasn't really that bad. So how does the game measure up? Is it a runaway cat-burgling winner or a load of old blag swag which ought to be sent down for five years? Let's find out, why don't we?

GAMEBOY- £24.99

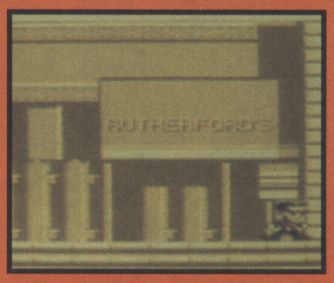


Ooh, look! A large bag of money to do with what you will. Hurrah!

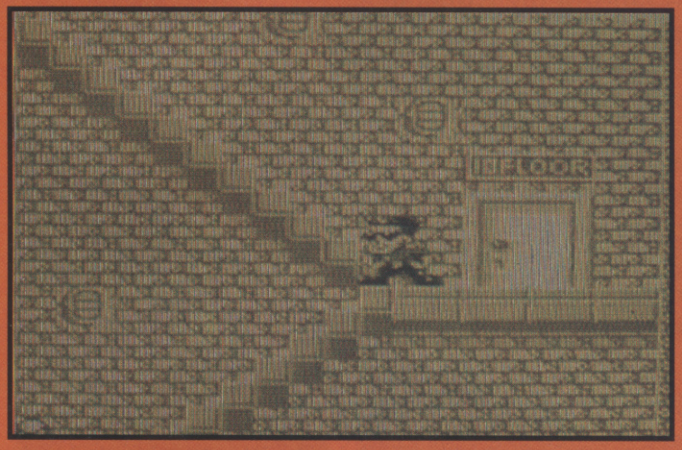


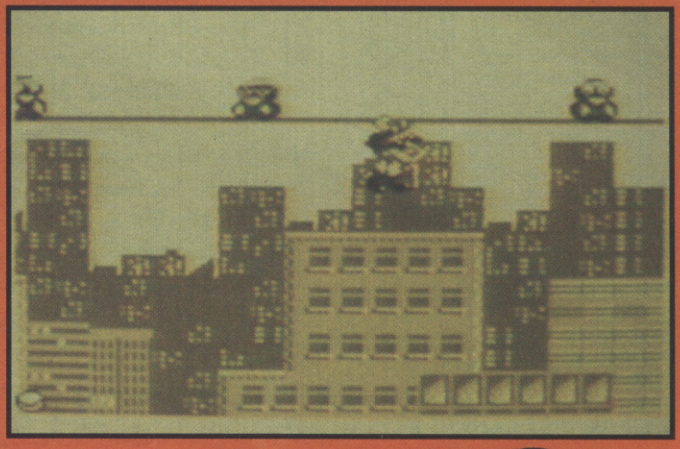
IT'S A BRUCIE BONUS

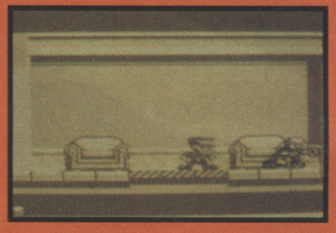
For those of you too young to remember, Bruce Willis became famous through a fairly crap detective comedy show called Moonlighting. He did odds and sods after that, sang a few awful records which your mum might own and then got his really big break: a starring part in the awesome action movie Die Hard. Overnight he was a megastar - and the follow-up Die Hard 2 made even more money than the first film. In between Bruce played a few other roles, none of which really came up to that much, and his best part was probably playing a baby in Look Who's Talking. Well, actually he was the baby's voice. Let's face it, he's not going to stay a Hollywood megastar for long with a dummy stuffed in his gob, is he?



Okay, so the film was a pile of old donkey's waddyacallem, but that hasn't stopped those Ocean lads from knocking out a more than decent conversion - go for it, Hudson!



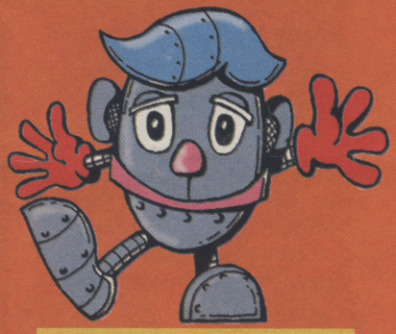


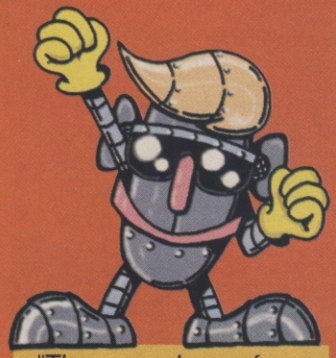


A most pleasant living room set-up - but who's that little feller in the corner? We should be told...

NICE TO SEE YOU...

Old Hudson's a bit of a lad when it comes to light fingers. He can lift the loot with the best of them, and has made quite a name for himself as a cat burglar. Trouble is, some ne'er-do-well blighters by the name of Darwin and Minerva Mayflower have got to hear about his skills, and that's when the trouble starts. They've hatched some crazy plot to build a machine which can make gold, and go about recruiting the man Hawk to pinch the necessary parts! Now old Hudsie's having none of this, until they kidnap his pal and threaten all sorts of nasties. What's a poor old burglar to do, eh? Is he going to pinch the stuff they need or just pretend to and thwart the dastardly pair instead? Me, I'd just pinch the stuff and skip the country - but our main man's certainly not about to do that!



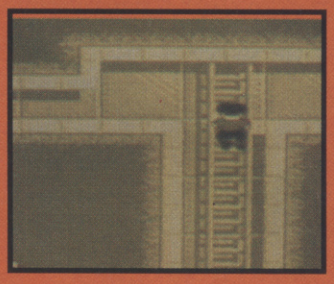


"I wasn't exactly a big fan of the movie, but Hudson Hawk is a decent enough platform romp featuring some decent graphics and a fair old challenge. You'll probably enjoy it more if you liked the film, but there are better Game Boy romps around. Be careful."

TIM BOONE

...TO SEE YOU NICE

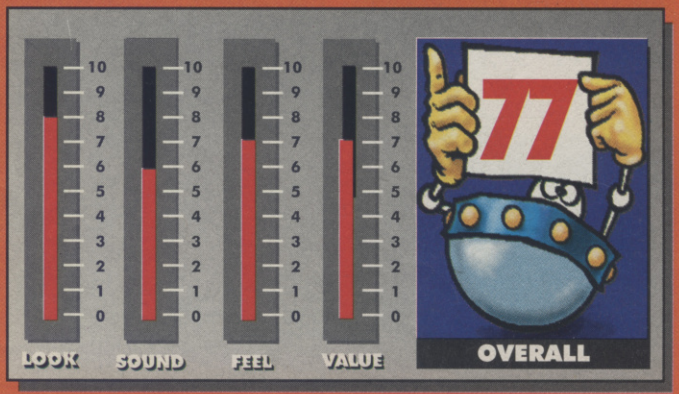
Our Hawkie's a bit nimble when it comes to nicking bits and bobs. He can run, jump, climb, swing, crawl, scratch his bottom, say the alphabet backwards and just about everything else you'd expect from a roistering, burgling boyo. Not only that, Hud's got a knack of finding all sorts of nooks and crannies to crawl in and out of to evade annoying security guards, female fans and other pests. And when he gets sick of all that rushing about there's always a handy elevator to save a bit of time travelling floor to floor. Trouble with this method is that it leaves our boy open and vulnerable, but then again you can't have it all...



"There are plenty of challenging platform games on the hand-held Nintendo now, and here's another which doesn't exactly blow the others away. Nice graphics (Bruce is hilarious!) and well tuned gameplay do lift it from the crowd - but only just. Check Hudson out before parting ith your cash."

PAUL RAND

THANKS..to Shekhana Consoles (081 340 8565) for the review cartridge.



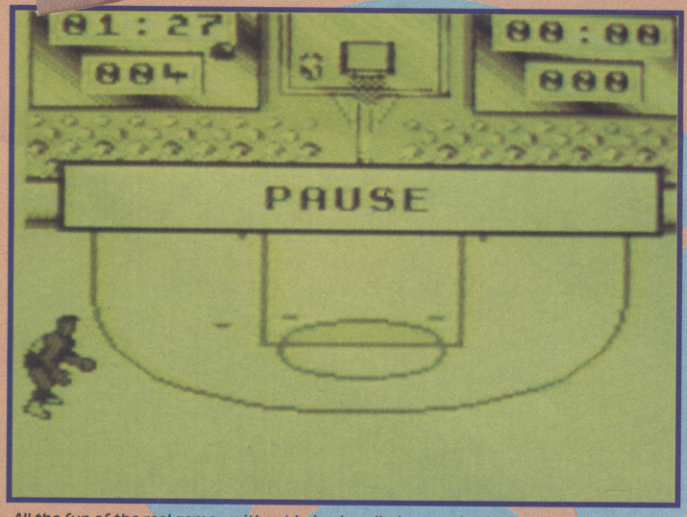
ALL-STAR CHALLENGE 2

Think you can match the stars of the National Basketball Association at their own game? Think you've got what it takes to make it as one of the all-time greats and appear on T-shirts and mugs across the globe? Then give this latest offering from Acclaim a bash. NBA All-Stars Challenge 2 gives you the chance to play against the best the NBA can offer, in six different games designed to test your skill and nerve. You'll be dunkin' and dodgin', slammin' and slippin' but will you make it to the top of the pile?

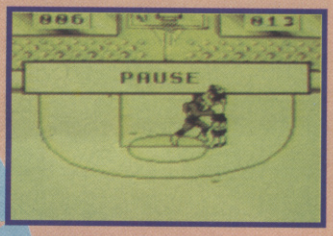
GAME BOY £24.99

JONAHS AHOY

In the first game it's just you and an opponent battling it out at one end of the court. Choose the players from a list of twenty-seven (count 'em) NBA all-stars, all of whom have their own stats lists. Apart from theTournament, this is the most competitive of the six games.

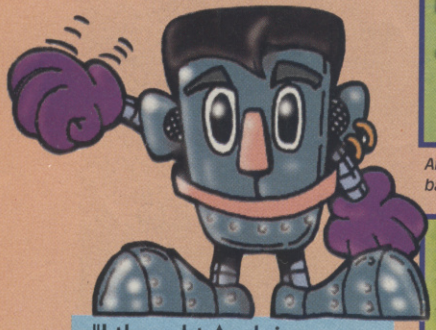


All the fun of the real game - without being bundled over, whacked on the head with a basketball or getting burns from falling on the floor!



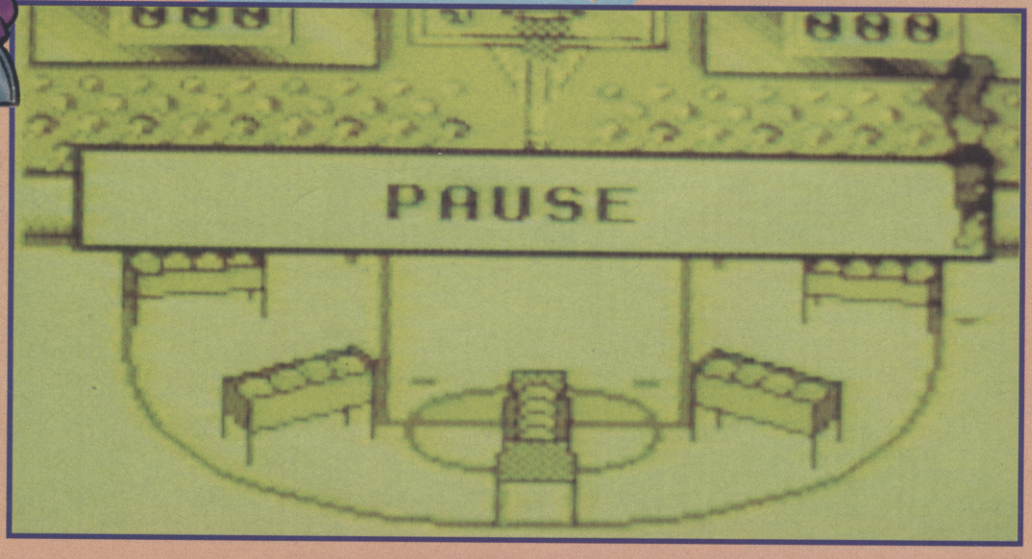
SHOOT FOR FREE

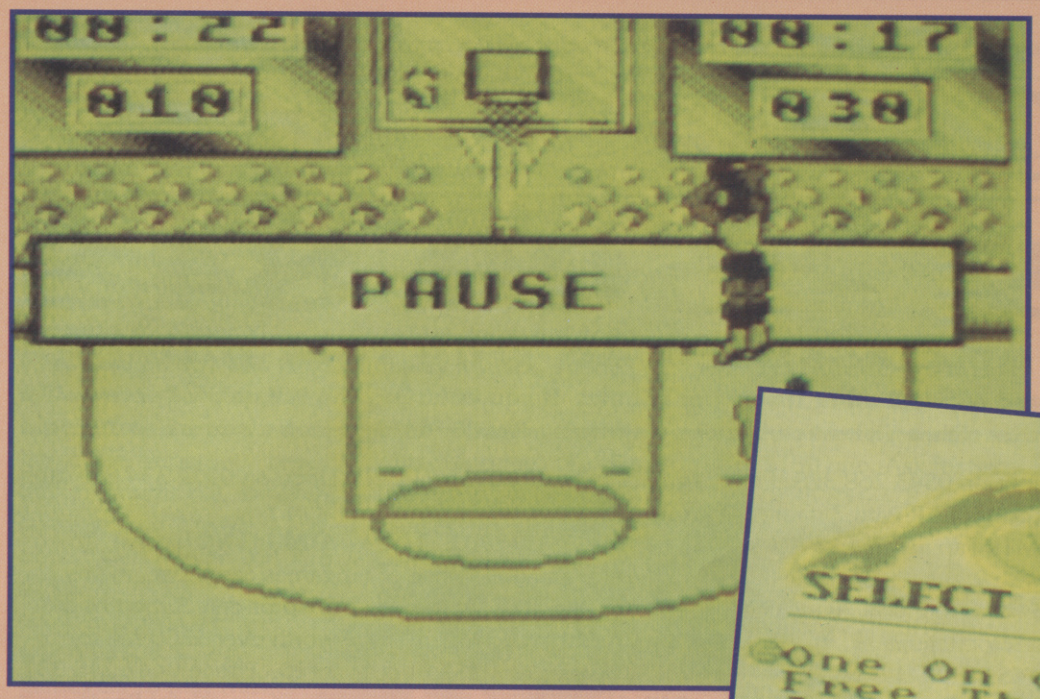
The basketball equivalent of a penalty shootout, the aim is to get the ball through the unhindered hoop. The cursor moves around the basket and, if you can time your shot right, the ball will float into the net, miss and you'll spoon it into the crowd. Couldn't be simpler.



"I thought Acclaim were just gluttons for punishment after the original NBA effort, but this is a vast improvement. Sprites are nicely drawn and move around very well, and the sound includes the squeaking of trainers on the court. It doesn't take that long to master all the events, but the two player mode is a lot of fun."

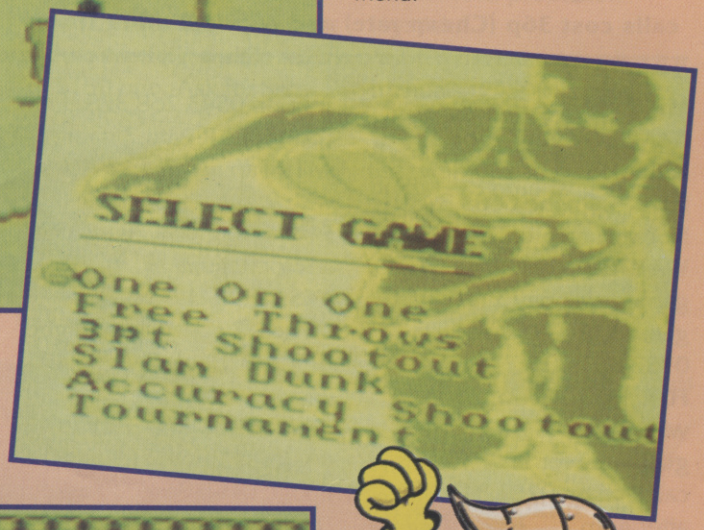
PAUL ANGLIN





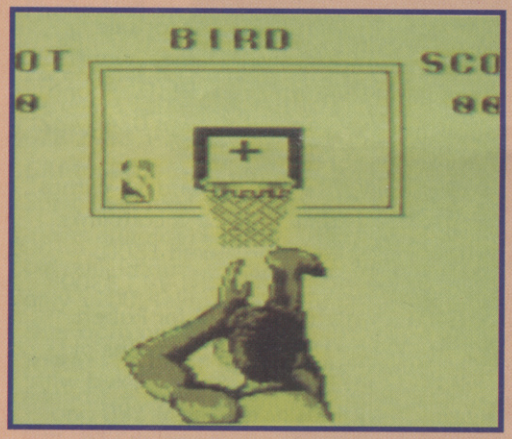
DUNKIES

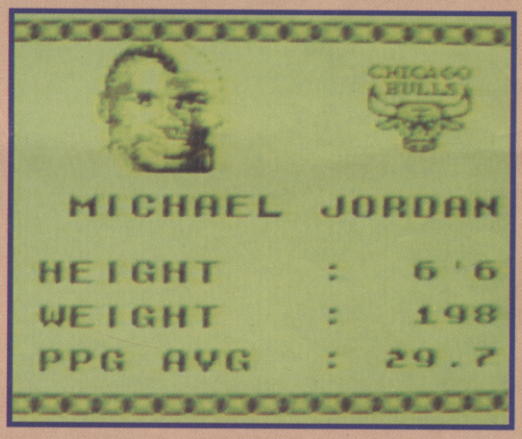
Position yourself on the halfway line and, when that whistle blows, run to the net and perform one of six spectacular slamdunks to score marks out of ten from three judges. A bit like Hot Doggin' without the skis, this event is far better if you play against a friend.

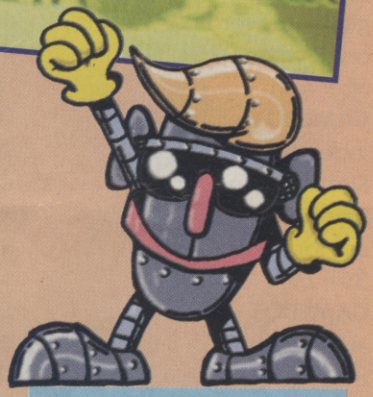


GET CROSS

In this one, cursors appear on the ground in and around the area, and it's down to you to get there and get your shot off before the cursor moves on. Definitely the most hectic of the lot, but certainly a good laugh.





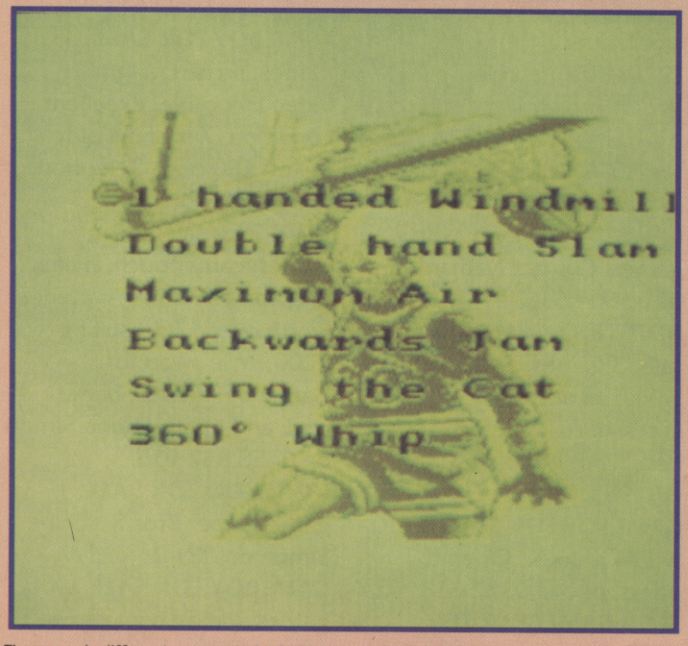


"The original NBA All-Stars was a bit of a travesty, but Acclaim have done a much better job on the sequel. Lots of different characters to choose from and a variety of events, each one enjoyable and certainly loads of fun when you play against a pal. Give it a shot, why not?"

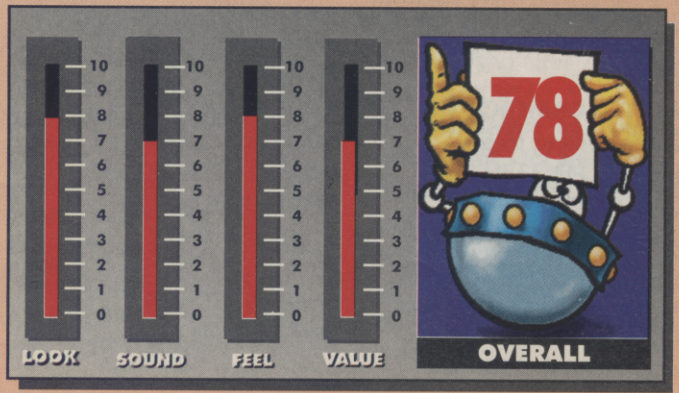
PAUL RAND

THREE FOR FREE

You're given a number of balls at five different positions outside the three point circle and you have the supreme task of getting them in the net. There's no cursors - just jump, shoot and hope. And to make things difficult, there's a time limit chasing you all the way.



There are six different mocves to try in Dunkies - which one will you go for first?



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calls cost 36p (Cheap rate) and 48p (All other times) per minute. If you don't pay the bill ask for permission

MEGAMAN 2 FOR A GAMEBOY very good condition, cost £30 new, sell for £15. Phone 0603 39391, Norwich area only.

WANTED PC ENGINE GT, no games, will pay £110, with 1 game £120. Please call 0752 863 007.

FOR SALE ATARI LYNX 1 with 3 games, still under guarantee for £90. Please call Rich on 0252 313 652 after 4pm.

GAMEBOY with 11 games including Terminator 2, Simpsons and Motor Cross Maniacs. All of £250, but sell for £200. Call on 071 351 2977.

GAMEBOY with 5 games, and light boy for sale, everything as new, immaculate condition, worth £200 +, bargain at £90. No offers. Contact Stuart on 0895 251415.

GAMEGEAR with 9 games, including Super Kick-Off, Donald Duck, Sonic and Mickey. Magnifier also, worth £380, will sell for £190. Phone 081 886 2040 ask for Paul.

MASTERGEAR CONVERTOR, with games, worth £120, sell for £50. Call Neil on 081 300 9836.

WANTED GAMEBOY with games, willing to pay upto£55, Phone Ben on 0782 393 885.

GAMEGEAR with Wonder Boys, Sonic and the Master Gear, everything boxed and in an excellent condition, real bargain at £95. Call Tom on 0543 268 328.

GAMEGEAR with 2 games, will swap for an Atari Lynx with 2 games, or will sell for £100. Ring 071 281 8355 ask for Shaun.

NES FOR SALE, inc. 4 games, 2 controllers a light gun and robot, Phone 0495 764330 ask for David.

FOR SALE MEGADRIVE with 6 games, 2 joypads, £180. Phone 0495 764 330 ask for David.

FOR SALE ATARI LYNX with 2 games, if interested please call 0865 62401 ask for Adam after 5pm.

SEGA GAMEGEAR FOR SALE, 5 games, ac adaptor, £135 ono. Please call 0204 847799.

GAMEBOY for sale, 6 games and 2 carry cases, mostly boxed with instructions, all in great condition. Worth £230 new, sell for £150. Ring 081 958 5836.

SEGA GAMEGEAR, plus Master System convertor, and games, £115 ono. Phone Mike on 0268 683 477.

GAMEGEAR for sale, 7 great games, AC adaptor, battery pack, £200. If interested phone 0582 793875 ask for Oliver.

ATARI LYNX with 13 games and adaptor, £230 ono. Call Amir on 0628 782 843.

SEGA GAMEBOY for sale, £100. Includes 2 games, power pack. Phone Daniel on 0326 290 003.

SWAP ATARI LYNX 2 for three Super Nintendo games. Contact 0736 711 891.

NINTENDO FOR SALE, 4 games for a bargain price of £80 or swap for a Master System with 4 more games, contact Steve on 0252 845181..

GAMEBOY FOR SALE, with 8 games in good condition for £50. Contact Andrew on 0252 843228.

SEGA GAMEGEAR for sale, with ac adaptor, all boxed with instructions, perfect condition sell for £85. Phone 0707 335 419.

GAMEBOY For sale, with 6 great games, ac adaptor plus battery pack, light boy, case and leads, still boxed, worth over £225, sell for £115 ono. Please phone Ian on 0403 790 342.

HAND HELD PC ENGINE FOR SALE, plus 7 games including Formation Soccer worth over £450 sell for only £240 ono. Consider selling games separately. Contact Alex on 081 441 4026.

SEGA GAMEGEAR with 2 games, sell for @120 ono or swap for Atari Lynx with 2 games. Contact Nathan on 091 586 6536.

NINTENDO GAMEBOY for sale, 3 games, magnifier, boxed as new, no accessories. Sell for £100 ono. Phone Dan on 0224 770 983.

GAMEBOY FOR SALE, £110 with 4 games. Open to offers, phone 0322 668196.

SEGA GAMEGEAR FOR SALE, 9 games. £230. Call Linda on 0902 334 861 after 5pm.

ATARI LYNX for sale, 7 games carry case, mains adaptor only 3 months old, worth over £300 sell for £120. Phone 0442 215 337 after 6pm ask for Ross.

GAMEBOY IN MINT CONDITION, with 10 brilliant games, only £175. Phone 0661 886 558 ask for Mick.

ATARI LYNX 2 for sale, adaptor, 2 games, worth £160 sell for £110. Phone 0246 551 553 or 0246 432 364.

ATARI LYNX and 17 games, powerpack and com links cable, all boxed £300. Telephone 081 743 3309 after 5pm ask for Robert.

GAMEGEAR, 5 moths old, good condition, boxed with master convertor £80 ono. Telephone 0389 61118.

GAMEBOY FOR SALE, 3 games, screen magnifier, video link cable, excellent condition, 7 months old, boxed £80 ono. Telephone 05394 43706.

LYNX 2 for sale, 4 top games, carry pouch, mains adaptor, com links, batteries, worth over £260, sell for £200. Will swap for Gameboy, games, battery pack and light. Phone Simon on 0458 832 975.

NINTENDO FOR SALE, 1 game, Super Bros 2. Call Simon on 081 764 3572.

GAMEBOY FOR SALE, with games, Please contact on 0275 42377.

GAMEBOY with games, magnifying light, £115. If interested call Richard on 0905 56017.

NINTENDO NES, zapper, 2 controllers, Mario 1 and Duck Hunt 1. Sell for £65. Call 081 856 0767.

WANTED Streetfighter 2 and convertor for Super NES. Please call on 081 856 0767.

ATARI LYNX 2 with power supply, case, batteries, 3 games, ie. Paperboy. Less than 6 months old, excellent condition, little used. £130 ono. Phone Neil on 051 426 0138.

GAMES CONSOLE CONVERTORS, Sega gamegear to play Master System games, £20. Super Nintendo UK machine to play USA, Japanese games £25. Sega Megadrive UK to Play Japanese games £10. Phone Neil on 051 426 0138.

PC ENGINE for sale plus 3 games, £120 ono. Ring 071 628 2953 ask for room 628.

GAMEGEAR for sale plus Sonic the Hedgehog, plus mains adaptor only 6 weeks old, still under guarantee only £100. Telephone Ian after 6pm on 0564 779 641.

ATARI LYNX with 3 games, adaptor, earphones, batteries and multi player lead, worth £250, sell for £110 with delivery. Phone Seth on 0286 871 515.

SEGA MASTERSYSTEM for sale with 10 games inc. Sonic, Golden Axe, Populous and others, if interested call Luke after 5.30 on 0452 308 677.

GAMEBOY BBC and Spectrum plus 2 all with games for Amiga with modulator, mouse, phone Andy on 0592 771 189.

AMIGA 500 for sale, £300 worth of games and £25 monitor, plus other accessories, price only £520. Contact 051 264 2511, ask for Peter.

COMMODORE 64 with over 30 games, 2 joysticks, colour monitor, £200 ono, ask for Jethro on 0734 873 033.

GAMEBOY for sale for £100, with 4 games, Super Mario Land, Turtles. Please call 0905 428 005.

SELLING ONE YEAR old Atari FT, loads of games and utilities, mike and good quality joystick. Phone 021 357 2989.

ATARI 800 XL complete with disk drive, 17 disks, 100 games, 4 language courses, Spanish, French, German & Italian, plus 2 young childrens educations cassettes, costs over £200 sell for £150.Phone 0322 226 693, Aran Molloy.

SWAP GAMEBOY with light magnifier link tables, etc. plus hard carry case, plus 8 batteries, will swap for SEGA Megadrive, jap if poss. Leo on 0225 122 135.

SWAP GAMEBOY with 9 games for your Gamegear with 2 to 4 games if interested phone 0703 405 345 ask for Rocky after 5pm.

FOR SALE SEGA MASTERSYSTEM with lots of games, light phaser and joypad. Phone Colin on 081 676 9750.

AMIGA 500 for sale with high resolution colour monitor, over 40 disks, joystick, mouse, mouse pad, boxed as new, will sell for £350 ono. Phone Dan on 0580 713 154 between 5.30 and 6,30 on weekdays.

AMIGA GAMES to sell and swap, quite a lot of titles available, if interested phone 051 648 5402, ask for Richard.

GAMEBOY, great bargain, 32 gameboy games for sale, good price £85 ono. Ask for Pat on 0237 473 283.

MEGADRIVE with 3 games, skart or pal, £150 or swap for Super Famicom with 1 game, preferably Mario 4. Phone Stuart Philips on 0883 712 480.

SEGA MEGADRIVE for sale, games included. £115 phone Neil on 0375 383 628.

ATARI 520ST FM with 25 games, everything in the original boxes, 3 joysticks, mouse plus mat, plus printer. £350 ono. Tel: 0252 616 559 after 5pm.

NINTENDO ENTERTAINMENT SYSTEM for sale, including 6 top titles such as Mario 2 and 3, sell for £150 ono. Ask for Sam on 0785 851 378

MEGADRIVE inc. 8 top games. Also Sega magazines, sell for £200 or swap for NES with games. Call 0389 54972 ask for John.

COMMODORE 64, 1 year old fully boxed, all manuals etc. inc. 2 joysticks, data cassette, lots of magazines, over £200 worth of games, £153 if interested call 0272 325 784.

COMMODORE 64 for £105, Phone James on 081 711 802.

ATARI 520 ST FM, includes over 20 games, 8 blank disks, leads and good joystick and mouse, 3 software programmes and 3 magazines. Sell for £125. Call 081 204 6188.

SWAP LYNX CONDITION MASTER SYSTEM, boxed as new, 2 pads, 5 games. Swap for Super Nintendo or Famicom, no games necessary. Phone Jamie on 0977 676497.

ATARI STE with 160 games, only 10 months old, worth at least £500, sell for £250. Phone Jamie on 0244 811 208 after 5pm.

ATARI 520 ST FM for sale, over 200 games, plus blank disks, joystick and mouse, only £275 ono. Contact 0945 588 194.

OVER 100 SPECTRUM GAMES for sale, 75 budget, 25 full price titles, Sell for £100. Phone Andrew on 0592 202 905.

NEO GEO for sale, 7 games, 2 joysticks, 1 memory card, accept £700 ono. Phone Gavin on 0634 375 175.

MASTER SYSTEM 2, 6 games, all boxed with instructions, only a month old for only £95. CAll Peter on 0572 821125.

AMIGA 500, .5 meg upgrade, 6 games, 40 cover disks, word processor, joystick, mouse, TV adaptor, all manuals, £450. Contact James on 0923 674 774.

ATARI 520 ST FM, fully boxed, 28 original games, incl. Golden Axe, WWF and Nark. Disk copier, 2 joysticks, mouse, all leads. £220 ono. Contact 0322 613 914.

12 COMMODORE 64 games for sale, as new, £4 eachor £40 for all 12, please ring 0992 467 396.

SWAP MEGADRIVE with games, for a Super Nes, with 2 games, If interested call Alex on 0934 733111

ATARI 520 ST FM, for sale, over £300 worth of original software, loads of mags and manuals, joystick and mouse. All for £300 ono. Phone 0409 241 375 ask for Ross.

ATARI FT 1040, 50 games, printer, modem £150. Sega Gamegear with 4 games £50. Call Richard on 0272 638 051.

FOR SALE AMSTRAD CPC 464, with colour monitor, joystick and #300 worth of software, #125. Telephone 061 430 3262.

MEGADRIVE FAMICOM GAMES WANTED. Buy, sell second hand and exchange. Phone Bryan after 7pm on 0463 230 304.

COMMODORE 64 owners, 5 good games for sale, for details please call 0981 250 621 ask for Tom.

WANTED SUPER TENNIS for the Super Nintendo will pay up to £30 or will swap for Super R-Type. Phone Hamish on 0925 263 799.

PREVIEWS

THE BIG NAME

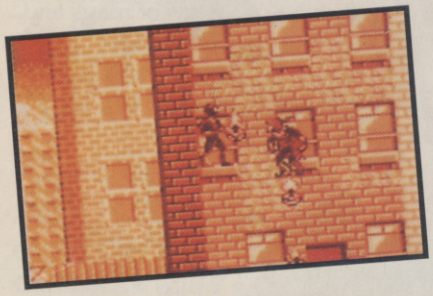
Acclaim are no slouches when it comes to picking up the biggest licenses to convert to Game Boy! They've nabbed an astonishing half-dozen top names and are busily adding the final touches to games based on each, in time for the busy Autumn buying season!

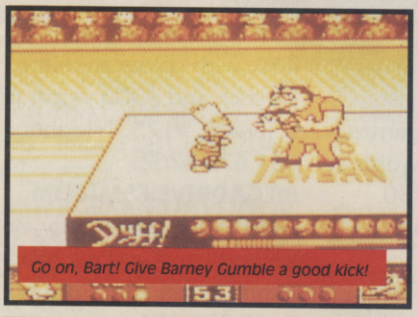
Probably the hottest of the lot is the sequel to their mega-selling WWF. Called **WWF Superstars 2**, players can choose from six of the top WWF lads, including Hulk Hogan, Macho Man Randy Savage and The Undertaker, to fight normal matches, tag-team bouts and the TV favourite, Steel Cage, in which the battlers slug it out in a fifteen foot tall cage - and have to climb over the top to win!

There seems to be no letup in the popularity of American wrestling - especially now that ITV are showing WCW World Championship matches on Saturday afternoons, so WWF Superstars 2 should do rather well.

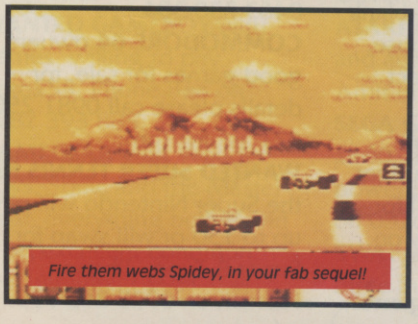
Boxing fans won't be losing out either. Large boxer-turned vicar-turned back to boxer George Foreman stars in **George Foreman's KO Boxing**, a portable pugilist's dream in which you view the action in over-the-shoulder 3D, much the same as the old Punch Out! coin-op. Rollock around in the ring with a variety of opponents, each of which display their own personal skills and characteristics. Ten rounds of three minutes each is the order of the day as you take the Punching Preacher through the ranks to the World Heavyweight title itself!

Fans of the more direct approach to fighting will be pleased to hear that the third instalment in the Double Dragon saga is on its way. Jimmy and Billy Lee strut their

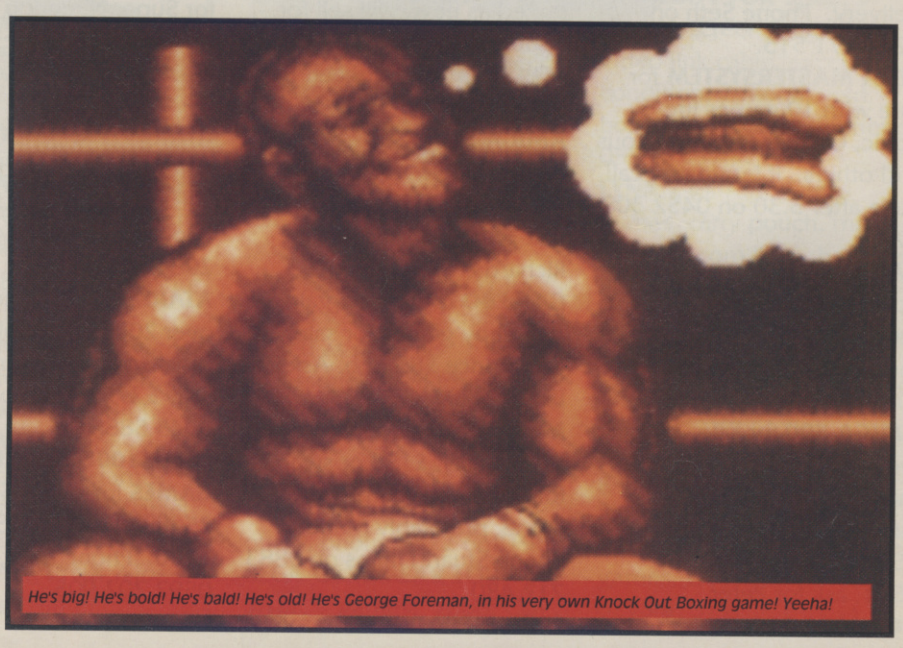




Go on, Bart! Give Barney Gumble a good kick!



Fire them webs Spidey, in your fab sequel!



He's big! He's bold! He's bald! He's old! He's George Foreman, in his very own Knock Out Boxing game! Yeeha!

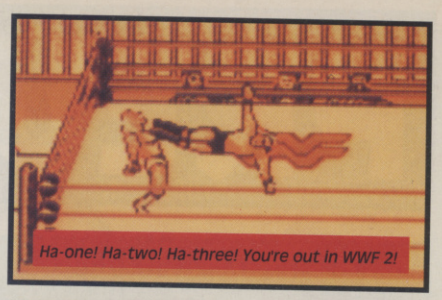
street fighting stuff in **Double Dragon III - The Rosetta Stone**, in which the kick and punch their way around the globe looking for the powerful crystal of the title whilst dealing out death to scores of baddies.

Double Dragon III, while staying faithful to the ages old DD formula of horizontally scrolling beat 'em up thrills and spills, introduces new features such as the ability to enter shops and buy new items and weapons. As you can tell from these screenshots, Acclaim have also spruced up the graphics somewhat because, let's face it, the sprites in the previous games looked as though they'd been bingeing on burgers!

If it's cartoon fun and frolics you're after, there's a duet of top titles coming your way! The old web-slinger himself, Spiderman, is making a comeback on the little Nintendo! In **The Amazing Spiderman 2**, Spidey has awoken from a trance to find that most of his super-powers have gone! Of course, Spiderman's got to regain them, which means a five level blast through five city levels, taking the web-head to areas such as the Factory and the Empire State Building! Looks like this one's going to be as brill as the original!

And have a cow, man! if it ain't the latest Simpsons spectacular! Bart's a contestant in the rave TV gameshow The Juggernauts USA in **Bart vs The Juggernauts**, an eight level romp through Springfield with young Bartholomew J competing in various events, such as wrestling at Moe's Tavern and tests of strength in Krustyland.

Being Bart, he'll be looking to complete each event as sneakily as possible, and as well as the main events, bonus rounds pop up which boost Bart's points even further! Bart vs The Juggernauts is going to be one of the biggest licenses this Autumn, so keep a close eye on these pages over the next month or so!



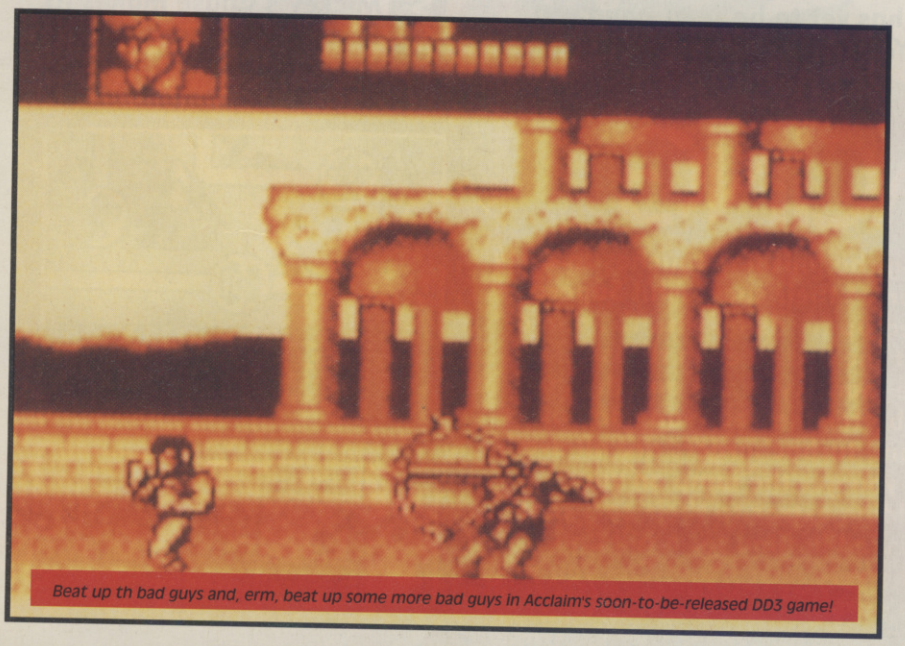
Ha-one! Ha-two! Ha-three! You're out in WWF 2!

Uurgh! Pass me the barge-pole, will you not?

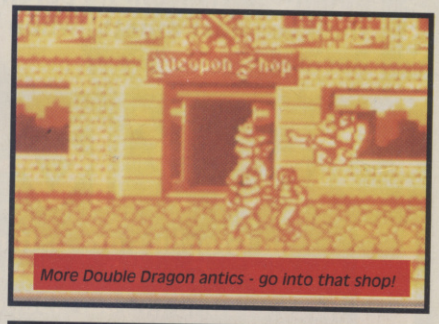
Take a look at this superlative selection of cracking carts - they'll all be coming your way in two shakes of a camels whatsits - and you can see Exclusive Reviews of them all, courtesy of your favourite mag for hand-helds - GO! Stay tuned...

A sextet of smashers, we think you'll agree. All of these crcarts will be making an appearance between September and November - and you'll get to see Exclusive Reviews of the lot over the next couple of months, only in the world's best mag for hand-helds, ***GO!***

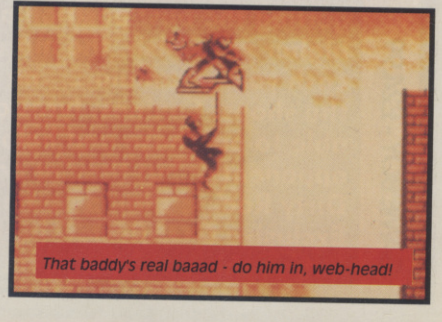
GAMES!



Beat up th bad guys and, erm, beat up some more bad guys in Acclaim's soon-to-be-released DD3 game!

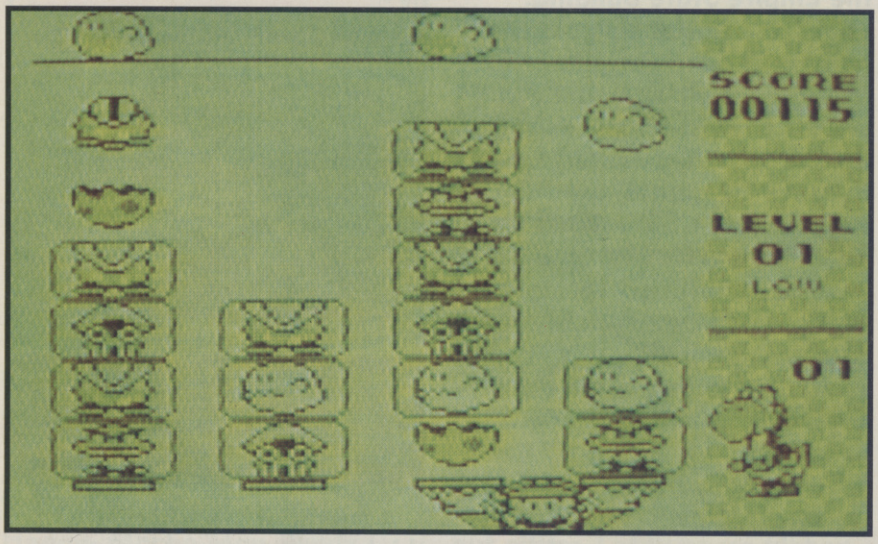


More Double Dragon antics - go into that shop!

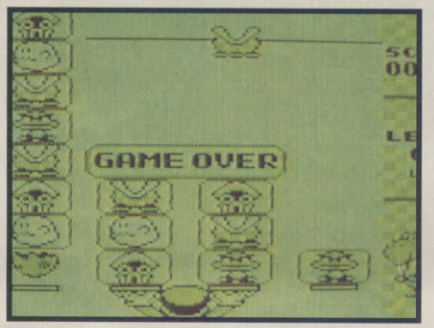


That baddy's real baaad - do him in, web-head!

PREVIEWS



YOSHI

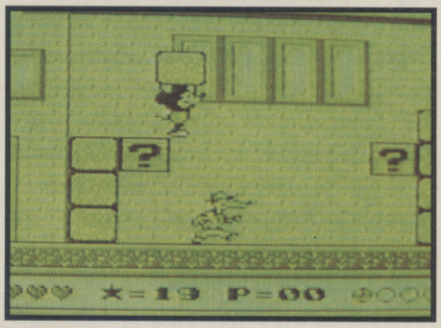


GAME BOY - £24.99

If you've seen the amazing Super Mario World on the Super Nintendo then you'll already have met Yoshi - well now he's set to star in his own game! No collecting coins and growing bigger in this one though; Yoshi is a puzzler in which, aided and abetted by Mario, he must join together monsters of the same type. Sounds a bit like Tetris to you? Don't be fooled - there's more to this game than meets the eye. Mazza's at the bottom, juggling plates, and half egg-shells fall down the screen, offering points-a-plenty for piecing shells together!

We've played an almost-complete version of Yoshi and we were dead impressed. Whether or not it topples the all-mighty Tetris from its perch has yet to be seen - and you shall see next month, when Yoshi gets the Exclusive ***GO!*** Review!

MICKEY'S CHASE

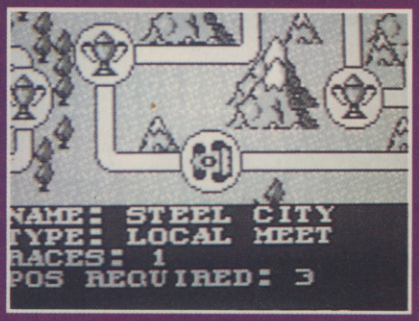


GAME BOY - £24.99

Mickey Mouse, is back on the Boy in a new adventure! Mickey's pal has been kidnapped, and it's up to Mr Mouse to rescue him in this multi-level Mario style adventure, in which the lucky player gets to control either Mickey or Minnie across a variety of landscapes, encountering chums such as Pluto, and enemies including vicious guard dogs and behatted weasels!

From the early demo cart we got our mitts on, it looks like Mickey's Chase is going to be yet another Disney hit! Loads of levels, a bonanza of bonuses and not-a-small-amount-of nasties to contend with could be well worth watching out for - especially next month, when Mickey's Chase makes its Exclusive appearance in the definitive ***GO!*** Review!

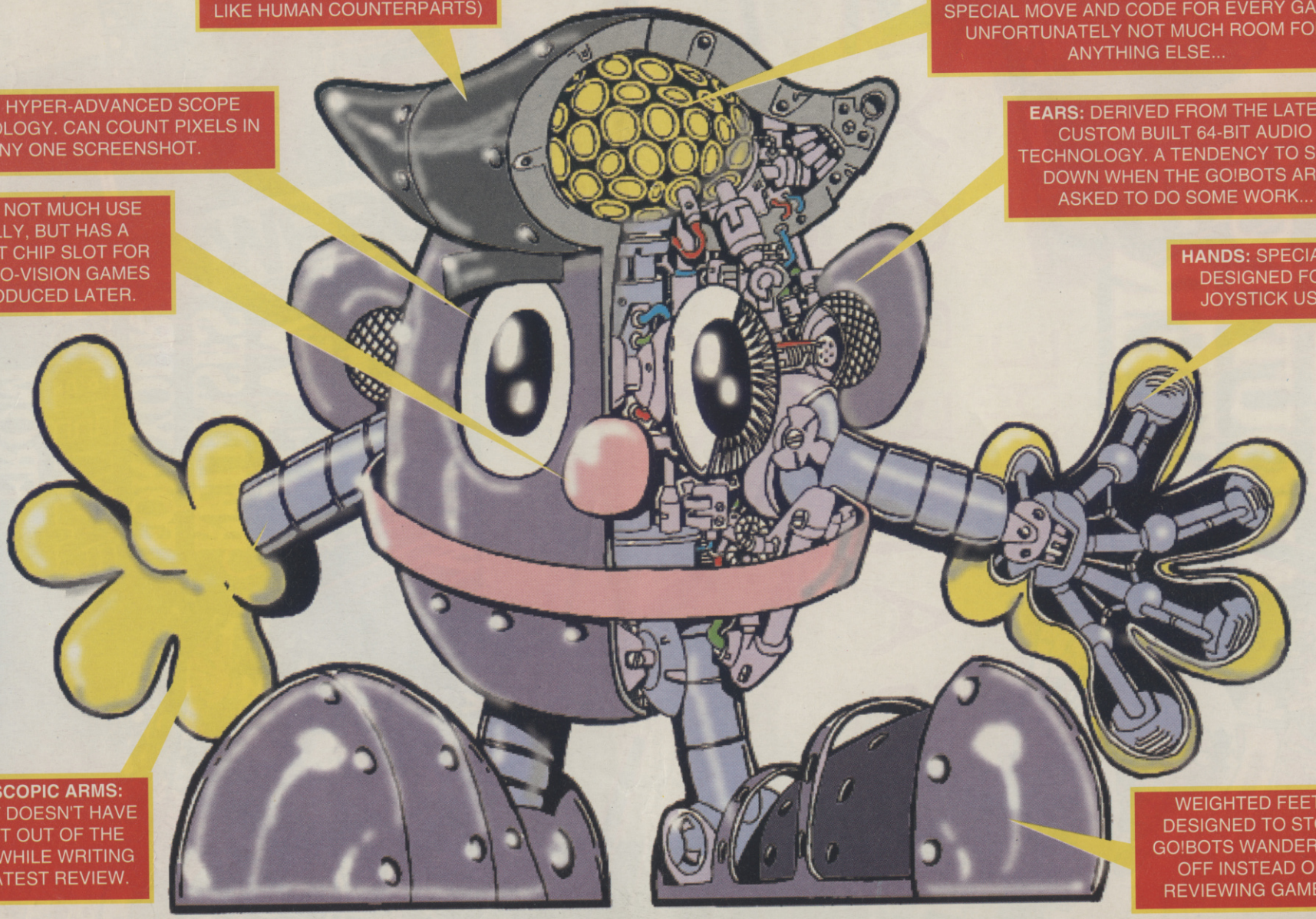
DIRTY RACING



GAME BOY - £24.99

Gremlin Graphics are putting the finishing touches to Dirty Racing, a Game Boy version of their successful Supercars. Race around in your souped-up roadster, with the aim of getting the best position at the end of each thrash. The higher you finish, the more money you win and the more cash you accumulate, the better the gear you can buy at the shops. Engines, tyres and turbochargers are all available to purchase and help you get the jump on your opponents - but they're adding extras to their cars too! Dirty Racing should be finished in time for a full and Exclusive ***GO!*** Review in the very next issue! Can you miss out on this one? Don't you dare!

NEXT MONTH: HAND HELD GOODIES AND GOBOTS GALORE!!



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